Intelligent Architectures for
Intelligent Machines

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3 May 2021
TU Vienna MiM (Mondays in Memory) Webinar
The Problem

Computing is Bottlenecked by Data
Data is Key for AI, ML, Genomics, …

- Important workloads are all data intensive

- They require rapid and efficient processing of large amounts of data

- Data is increasing
  - We can generate more than we can process
Data is Key for Future Workloads

**In-memory Databases**
[Mao+, EuroSys’12; Clapp+ (Intel), IISWC’15]

**In-Memory Data Analytics**
[Clapp+ (Intel), IISWC’15; Awan+, BDCloud’15]

**Graph/Tree Processing**
[Xu+, IISWC’12; Umuroglu+, FPL’15]

**Datacenter Workloads**
[Kanev+ (Google), ISCA’15]
Data Overwhelms Modern Machines

In-memory Databases

Graph/Tree Processing

Data → performance & energy bottleneck

In-Memory Data Analytics
[Clapp+ (Intel), IISWC’15; Awan+, BDCloud’15]

Datacenter Workloads
[Kanev+ (Google), ISCA’15]
Data is Key for Future Workloads

- **Chrome**: Google’s web browser
- **TensorFlow Mobile**: Google’s machine learning framework
- **VP9**: Google’s video codec
  - **Video Playback**: YouTube
  - **Video Capture**: YouTube
Data Overwhelms Modern Machines

Data → performance & energy bottleneck

Chrome

TensorFlow Mobile

Video Playback

Video Capture

VP9

YouTube

Google’s video codec

SAFARI
Data is Key for Future Workloads

development of high-throughput sequencing (HTS) technologies

Number of Genomes Sequenced

Genome Analysis

1. Sequencing
2. Read Mapping
3. Variant Calling
4. Scientific Discovery

Data → performance & energy bottleneck
Nanopore sequencing technology and tools for genome assembly: computational analysis of the current state, bottlenecks and future directions

Damla Senol Cali+, Jeremie S Kim, Saugata Ghose, Can Alkan, Onur Mutlu

*Briefings in Bioinformatics, bby017, https://doi.org/10.1093/bib/bby017*

Published: 02 April 2018  Article history ▼


[Open arxiv.org version]
New Genome Sequencing Technologies

Nanopore sequencing technology and tools for genome assembly: computational analysis of the current state, bottlenecks and future directions

Damla Senol Cali, Jeremie S Kim, Saugata Ghose, Can Alkan, Onur Mutlu

Briefings in Bioinformatics, bby017, https://doi.org/10.1093/bib/bby017
Published: 02 April 2018, Article history

Oxford Nanopore MinION

Data → performance & energy bottleneck
Accelerating Genome Analysis

Mohammed Alser, Zulal Bingol, Damla Senol Cali, Jeremie Kim, Saugata Ghose, Can Alkan, and Onur Mutlu,
"Accelerating Genome Analysis: A Primer on an Ongoing Journey"
[Slides (pptx)(pdf)]
[Talk Video (1 hour 2 minutes)]

Accelerating Genome Analysis: A Primer on an Ongoing Journey

Mohammed Alser
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Onur Mutlu
ETH Zurich, Carnegie Mellon University, and
Bilkent University
GenASM Framework [MICRO 2020]

- Damla Senol Cali, Gurpreet S. Kalsi, Zulal Bingol, Can Firtina, Lavanya Subramanian, Jeremie S. Kim, Rachata Ausavarungnirun, Mohammed Alser, Juan Gomez-Luna, Amirali Boroumand, Anant Nori, Allison Scibisz, Sreenivas Subramoney, Can Alkan, Saugata Ghose, and Onur Mutlu,

"GenASM: A High-Performance, Low-Power Approximate String Matching Acceleration Framework for Genome Sequence Analysis"


[Lighting Talk Video (1.5 minutes)]
[Lightning Talk Slides (pptx) (pdf)]
[Talk Video (18 minutes)]
[Slides (pptx) (pdf)]

GenASM: A High-Performance, Low-Power Approximate String Matching Acceleration Framework for Genome Sequence Analysis

Damla Senol Cali† ▲  Gurpreet S. Kalsi▲  Zülal Bingöl▼  Can Firtina▼  Lavanya Subramanian†  Jeremie S. Kim♦†  Rachata Ausavarungnirun©  Mohammed Alser○  Juan Gomez-Luna○  Amirali Boroumand†  Anant Nori▲  Allison Scibisz†  Sreenivas Subramoney▲  Can Alkan▼  Saugata Ghose*†  Onur Mutlu♦†▼

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SAFARI
Future of Genome Sequencing & Analysis

MinION from ONT

SmidgION from ONT

More on Fast & Efficient Genome Analysis …

- Onur Mutlu,
  "Accelerating Genome Analysis: A Primer on an Ongoing Journey"
  Invited Lecture at Technion, Virtual, 26 January 2021.
  [Slides (pptx) (pdf)]
  [Talk Video (1 hour 37 minutes, including Q&A)]
  [Related Invited Paper (at IEEE Micro, 2020)]
Detailed Lectures on Genome Analysis

- Computer Architecture, Fall 2020, Lecture 3a
  - Introduction to Genome Sequence Analysis (ETH Zürich, Fall 2020)
  - https://www.youtube.com/watch?v=CrRb32v7SJc&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=5

- Computer Architecture, Fall 2020, Lecture 8
  - Intelligent Genome Analysis (ETH Zürich, Fall 2020)
  - https://www.youtube.com/watch?v=ygmQpdDTL7o&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=14

- Computer Architecture, Fall 2020, Lecture 9a
  - GenASM: Approx. String Matching Accelerator (ETH Zürich, Fall 2020)
  - https://www.youtube.com/watch?v=XoLpzmN-Pas&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=15

- Accelerating Genomics Project Course, Fall 2020, Lecture 1
  - Accelerating Genomics (ETH Zürich, Fall 2020)
  - https://www.youtube.com/watch?v=rgjl8ZyLsAg&list=PL5Q2soXY2Zi9E2bBVAgCqLgwiDRQDTyId

SAFARI

https://www.youtube.com/onurmutlulectures
Data Overwhelms Modern Machines …

- Storage/memory capability

- Communication capability

- Computation capability

- Greatly impacts robustness, energy, performance, cost
A Computing System

- Three key components
  - Computation
  - Communication
  - Storage/memory

Burks, Goldstein, von Neumann, “Preliminary discussion of the logical design of an electronic computing instrument,” 1946.
Most of the system is dedicated to storing and moving data
Data Overwhelms Modern Machines

Chrome

TensorFlow Mobile

Data → performance & energy bottleneck

VP9

Video Playback

Google's video codec

VP9

Video Capture

Google's video codec
Data Movement Overwhelms Modern Machines

- Amirali Boroumand, Saugata Ghose, Youngsok Kim, Rachata Ausavarungnirun, Eric Shiu, Rahul Thakur, Daehyun Kim, Aki Kuusela, Allan Knies, Parthasarathy Ranganathan, and Onur Mutlu,

"Google Workloads for Consumer Devices: Mitigating Data Movement Bottlenecks"

62.7% of the total system energy is spent on data movement

Google Workloads for Consumer Devices: Mitigating Data Movement Bottlenecks

Amirali Boroumand\textsuperscript{1} Rachata Ausavarungnirun\textsuperscript{1} Aki Kuusela\textsuperscript{3} Allan Knies\textsuperscript{3}
Saugata Ghose\textsuperscript{1} Eric Shiu\textsuperscript{3} Rahul Thakur\textsuperscript{3} Parthasarathy Ranganathan\textsuperscript{3}
Youngsok Kim\textsuperscript{2} Daehyun Kim\textsuperscript{4,3} Onur Mutlu\textsuperscript{5,1}

SAFARI
An Intelligent Architecture
Handles Data Well
How to Handle Data Well

- Ensure data does not overwhelm the components
  - via intelligent algorithms
  - via intelligent architectures
  - via whole system designs: algorithm-architecture-devices

- Take advantage of vast amounts of data and metadata
  - to improve architectural & system-level decisions

- Understand and exploit properties of (different) data
  - to improve algorithms & architectures in various metrics
Corollaries: Architectures Today …

- **Architectures are terrible at dealing with data**
  - Designed to mainly store and move data vs. to compute
  - They are processor-centric as opposed to data-centric

- **Architectures are terrible at taking advantage of vast amounts of data** (and metadata) available to them
  - Designed to make simple decisions, ignoring lots of data
  - They make human-driven decisions vs. data-driven

- **Architectures are terrible at knowing and exploiting different properties of application data**
  - Designed to treat all data as the same
  - They make component-aware decisions vs. data-aware
Data-Centric (Memory-Centric) Architectures
Data-Centric Architectures: Properties

- **Process data where it resides** *(where it makes sense)*
  - Processing in and near memory structures

- **Low-latency and low-energy data access**
  - Low latency memory
  - Low energy memory

- **Low-cost data storage and processing**
  - High capacity memory at low cost: hybrid memory, compression

- **Intelligent data management**
  - Intelligent controllers handling robustness, security, cost
Processing Data
Where It Makes Sense

A Logic-in-Memory Computer

HAROLD S. STONE

Abstract—If, as presently projected, the cost of microelectronic arrays in the future will tend to reflect the number of pins on the array rather than the number of gates, the logic-in-memory array is an extremely attractive computer component. Such an array is essentially a microelectronic memory with some combinational logic associated with each storage element.
Why In-Memory Computation Today?

- Push from Technology
  - DRAM Scaling at jeopardy
    → Controllers close to DRAM
    → Industry open to new memory architectures
Why In-Memory Computation Today?

Push from Technology

- DRAM Scaling at jeopardy
- Controllers close to DRAM
- Industry open to new memory architectures
Memory Scaling Issues Were Real

- Onur Mutlu,
  "Memory Scaling: A Systems Architecture Perspective"
  Proceedings of the 5th International Memory Workshop (IMW), Monterey, CA, May 2013. Slides (pptx) (pdf)
  EETimes Reprint

Memory Scaling: A Systems Architecture Perspective

Onur Mutlu
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http://users.ece.cmu.edu/~omutlu/

As Memory Scales, It Becomes Unreliable

- Data from all of Facebook’s servers worldwide
- Meza+, “Revisiting Memory Errors in Large-Scale Production Data Centers,” DSN’15.

Intuition: quadratic increase in capacity
Large-Scale Failure Analysis of DRAM Chips

- Analysis and modeling of memory errors found in all of Facebook’s server fleet

- Justin Meza, Qiang Wu, Sanjeev Kumar, and Onur Mutlu, "Revisiting Memory Errors in Large-Scale Production Data Centers: Analysis and Modeling of New Trends from the Field" Proceedings of the 45th Annual IEEE/IFIP International Conference on Dependable Systems and Networks (DSN), Rio de Janeiro, Brazil, June 2015.
  [Slides (pptx) (pdf)] [DRAM Error Model]
Infrastructures to Understand Such Issues

An Experimental Study of Data Retention Behavior in Modern DRAM Devices: Implications for Retention Time Profiling Mechanisms (Liu et al., ISCA 2013)

The Efficacy of Error Mitigation Techniques for DRAM Retention Failures: A Comparative Experimental Study (Khan et al., SIGMETRICS 2014)

Flipping Bits in Memory Without Accessing Them: An Experimental Study of DRAM Disturbance Errors (Kim et al., ISCA 2014)

Adaptive-Latency DRAM: Optimizing DRAM Timing for the Common-Case (Lee et al., HPCA 2015)

AVATAR: A Variable-Retention-Time (VRT) Aware Refresh for DRAM Systems (Qureshi et al., DSN 2015)
Infrastructures to Understand Such Issues

SoftMC: Open Source DRAM Infrastructure


- Flexible
- Easy to Use (C++ API)
- Open-source
  
github.com/CMU-SAFARI/SoftMC
SoftMC

- https://github.com/CMU-SAFARI/SoftMC

SoftMC: A Flexible and Practical Open-Source Infrastructure for Enabling Experimental DRAM Studies

Hasan Hassan$^{1,2,3}$ Nandita Vijaykumar$^3$ Samira Khan$^{4,3}$ Saugata Ghose$^3$ Kevin Chang$^3$
Gennady Pekhimenko$^{5,3}$ Donghyuk Lee$^{6,3}$ Oguz Ergin$^2$ Onur Mutlu$^{1,3}$

$^1$ETH Zürich $^2$TOBB University of Economics & Technology $^3$Carnegie Mellon University
$^4$University of Virginia $^5$Microsoft Research $^6$NVIDIA Research
One can predictably induce errors in most DRAM memory chips
The Story of RowHammer

- One can predictably induce bit flips in commodity DRAM chips
  - >80% of the tested DRAM chips are vulnerable

- First example of how a simple hardware failure mechanism can create a widespread system security vulnerability

For Wired

Forget Software—Now Hackers Are Exploiting Physics

Andy Greenberg  Security  08.31.16  7:00 AM

Share

Facebook  Share  18276

Tweet
Repeatedly reading a row enough times (before memory gets refreshed) induces disturbance errors in adjacent rows in most real DRAM chips you can buy today.

Flipping Bits in Memory Without Accessing Them: An Experimental Study of DRAM Disturbance Errors, (Kim et al., ISCA 2014)
Most DRAM Modules Are Vulnerable

A company

86%
(37/43)

Up to
1.0×10^7
errors

B company

83%
(45/54)

Up to
2.7×10^6
errors

C company

88%
(28/32)

Up to
3.3×10^5
errors

Flipping Bits in Memory Without Accessing Them: An Experimental Study of DRAM Disturbance Errors, (Kim et al., ISCA 2014)
Recent DRAM Is More Vulnerable

All modules from 2012–2013 are vulnerable
One Can Take Over an Otherwise-Secure System

Flipping Bits in Memory Without Accessing Them: An Experimental Study of DRAM Disturbance Errors

Abstract. Memory isolation is a key property of a reliable and secure computing system — an access to one memory address should not have unintended side effects on data stored in other addresses. However, as DRAM process technology...

Project Zero

News and updates from the Project Zero team at Google

Flipping Bits in Memory Without Accessing Them: An Experimental Study of DRAM Disturbance Errors (Kim et al., ISCA 2014)

Exploiting the DRAM rowhammer bug to gain kernel privileges (Seaborn, 2015)
"We can gain unrestricted access to systems of website visitors."

Not there yet, but ...

ROOT privileges for web apps!

---

Rowhammer.js: A Remote Software-Induced Fault Attack in JavaScript (DIMVA’16)

Source: https://lab.dsst.io/32c3-slides/7197.html
More Security Implications (II)

“Can gain control of a smart phone deterministically”

Hammer And Root

Millions of Androids

Source: https://fossbytes.com/drammer-rowhammer-attack-android-root-devices/
More Security Implications (VII)

[Image: Terminal Brain Damage: Exposing the Graceless Degradation in Deep Neural Networks Under Hardware Fault Attacks]

Sanghyun Hong, Pietro Frigo†, Yiğitcan Kaya, Cristiano Giuffrida†, Tudor Dumitraş

University of Maryland, College Park
†Vrije Universiteit Amsterdam

A Single Bit-flip Can Cause Terminal Brain Damage to DNNs
One specific bit-flip in a DNN’s representation leads to accuracy drop over 90%

Our research found that a specific bit-flip in a DNN’s bitwise representation can cause the accuracy loss up to 90%, and the DNN has 40-50% parameters, on average, that can lead to the accuracy drop over 10% when individually subjected to such single bitwise corruptions...
More Security Implications (VIII)

USENIX Security 2020

DeepHammer: Depleting the Intelligence of Deep Neural Networks through Targeted Chain of Bit Flips

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Adnan Siraj Rakin
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Degrade the inference accuracy to the level of Random Guess

Example: ResNet-20 for CIFAR-10, 10 output classes
Before attack, Accuracy: 90.2% After attack, Accuracy: ~10% (1/10)
Memory Scaling Issues Are Real

- Yoongu Kim, Ross Daly, Jeremie Kim, Chris Fallin, Ji Hye Lee, Donghyuk Lee, Chris Wilkerson, Konrad Lai, and Onur Mutlu,

"Flipping Bits in Memory Without Accessing Them: An Experimental Study of DRAM Disturbance Errors"


[Slides (pptx) (pdf)] [Lightning Session Slides (pptx) (pdf)] [Source Code and Data]
Memory Scaling Issues Are Real

- Onur Mutlu and Jeremie Kim, "RowHammer: A Retrospective"
  [Preliminary arXiv version]

RowHammer: A Retrospective

Onur Mutlu§‡  Jeremie S. Kim‡§
§ETH Zürich  ‡Carnegie Mellon University
The Push from Circuits and Devices

Main Memory Needs

Intelligent Controllers
RowHammer in 2020 (I)

- Jeremie S. Kim, Minesh Patel, A. Giray Yaglikci, Hasan Hassan, Roknoddin Azizi, Lois Orosa, and Onur Mutlu,

"Revisiting RowHammer: An Experimental Analysis of Modern Devices and Mitigation Techniques"


[Slides (pptx) (pdf)]
[Lightning Talk Slides (pptx) (pdf)]
[Talk Video (20 minutes)]
[Lightning Talk Video (3 minutes)]

Revisiting RowHammer: An Experimental Analysis of Modern DRAM Devices and Mitigation Techniques

Jeremie S. Kim§†, Minesh Patel§, A. Giray Yağılkıçı§, Hasan Hassan§, Roknoddin Azizi§, Lois Orosa§, Onur Mutlu§†

§ETH Zürich, †Carnegie Mellon University
Key Takeaways from 1580 Chips

• Newer DRAM chips are more vulnerable to RowHammer

• There are chips today whose weakest cells fail after only 4800 hammers

• Chips of newer DRAM technology nodes can exhibit RowHammer bit flips 1) in more rows and 2) farther away from the victim row.

• Existing mitigation mechanisms are NOT effective
TRRespass: Exploiting the Many Sides of Target Row Refresh

Pietro Frigo*,† Emanuele Vannacci*,† Hasan Hassan§ Victor van der Veen¶
Onur Mutlu§ Cristiano Giuffrida* Herbert Bos*
Kaveh Razavi*

*Vrije Universiteit Amsterdam §ETH Zürich ¶Qualcomm Technologies Inc.
RowHammer in 2020 (III)

Lucian Cojocar, Jeremie Kim, Minesh Patel, Lillian Tsai, Stefan Saroiu, Alec Wolman, and Onur Mutlu,
"Are We Susceptible to Rowhammer? An End-to-End Methodology for Cloud Providers"
[Slides (pptx) (pdf)]
[Talk Video (17 minutes)]

Are We Susceptible to Rowhammer?
An End-to-End Methodology for Cloud Providers

Lucian Cojocar, Jeremie Kim$^\dagger$, Minesh Patel$^\$, Lillian Tsai$^\dagger$, Stefan Saroiu, Alec Wolman, and Onur Mutlu$^{\dagger}$
Microsoft Research, $^\$ETH Zürich, $^\dagger$CMU, $^{\dagger}$MIT
BlockHammer Solution in 2021

- A. Giray Yaglikci, Minesh Patel, Jeremie S. Kim, Roknoddin Azizi, Ataberk Olgun, Lois Orosa, Hasan Hassan, Jisung Park, Konstantinos Kanellopoulos, Taha Shahroodi, Saugata Ghose, and Onur Mutlu,

"BlockHammer: Preventing RowHammer at Low Cost by Blacklisting Rapidly-Accessed DRAM Rows"


[Slides (pptx) (pdf)]
[Short Talk Slides (pptx) (pdf)]
[Talk Video (22 minutes)]
[Short Talk Video (7 minutes)]
Detailed Lectures on RowHammer

- **Computer Architecture, Fall 2020, Lecture 4b**
  - RowHammer (ETH Zürich, Fall 2020)
  - [https://www.youtube.com/watch?v=KDy632z23UE&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=8](https://www.youtube.com/watch?v=KDy632z23UE&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=8)

- **Computer Architecture, Fall 2020, Lecture 5a**
  - RowHammer in 2020: TRRespass (ETH Zürich, Fall 2020)
  - [https://www.youtube.com/watch?v=pwRw7QqK_qA&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=9](https://www.youtube.com/watch?v=pwRw7QqK_qA&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=9)

- **Computer Architecture, Fall 2020, Lecture 5b**
  - RowHammer in 2020: Revisiting RowHammer (ETH Zürich, Fall 2020)
  - [https://www.youtube.com/watch?v=qR7XR-Eepcg&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=10](https://www.youtube.com/watch?v=qR7XR-Eepcg&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=10)

- **Computer Architecture, Fall 2020, Lecture 5c**
  - Secure and Reliable Memory (ETH Zürich, Fall 2020)
  - [https://www.youtube.com/watch?v=HvswnsfG3oQ&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=11](https://www.youtube.com/watch?v=HvswnsfG3oQ&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=11)

[https://www.youtube.com/onurmutlulectures](https://www.youtube.com/onurmutlulectures)
The Story of RowHammer Lecture …

- Onur Mutlu,
  "The Story of RowHammer"
Keynote Talk at *Secure Hardware, Architectures, and Operating Systems Workshop (SeHAS), held with HiPEAC 2021 Conference*, Virtual, 19 January 2021.

[Slides (pptx) (pdf)]
[Talk Video (1 hr 15 minutes, with Q&A)]
The Push from Circuits and Devices

Computing Systems Need Intelligent Memories
The Takeaway, Again

In-Field Patch-ability
(Intelligent Memory)
Can Avoid Many Failures
Data Retention in Memory [Liu et al., ISCA 2013]

- Retention Time Profile of DRAM looks like this:

  - 64-128ms
  - >256ms
  - 128-256ms

  Location dependent
  Stored value pattern dependent
  Time dependent
More on DRAM Refresh (I)

- Jamie Liu, Ben Jaiyen, Richard Veras, and Onur Mutlu, "RAIDR: Retention-Aware Intelligent DRAM Refresh"
  Slides (pdf)
More on DRAM Refresh (II)


An Experimental Study of Data Retention Behavior in Modern DRAM Devices: Implications for Retention Time Profiling Mechanisms

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More on DRAM Refresh (III)

- Samira Khan, Donghyuk Lee, Yoongu Kim, Alaa Alameldeen, Chris Wilkerson, and Onur Mutlu,

"The Efficacy of Error Mitigation Techniques for DRAM Retention Failures: A Comparative Experimental Study"

More on DRAM Refresh (IV)

- Moinuddin Qureshi, Dae Hyun Kim, Samira Khan, Prashant Nair, and Onur Mutlu, "AVATAR: A Variable-Retention-Time (VRT) Aware Refresh for DRAM Systems"

Proceedings of the 45th Annual IEEE/IFIP International Conference on Dependable Systems and Networks (DSN), Rio de Janeiro, Brazil, June 2015. [Slides (pptx) (pdf)]

AVATAR: A Variable-Retention-Time (VRT) Aware Refresh for DRAM Systems

Moinuddin K. Qureshi† Dae-Hyun Kim† Samira Khan‡ Prashant J. Nair‡ Onur Mutlu‡

†Georgia Institute of Technology
‡Carnegie Mellon University

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More on DRAM Refresh (V)

- Samira Khan, Donghyuk Lee, and Onur Mutlu, "PARBOR: An Efficient System-Level Technique to Detect Data-Dependent Failures in DRAM"

[Slides (pptx) (pdf)]

PARBOR: An Efficient System-Level Technique to Detect Data-Dependent Failures in DRAM

Samira Khan* Donghyuk Lee†‡ Onur Mutlu*†
*University of Virginia †Carnegie Mellon University ‡Nvidia *ETH Zürich

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More on DRAM Refresh (VI)

- Samira Khan, Chris Wilkerson, Zhe Wang, Alaa R. Alameldeen, Donghyuk Lee, and Onur Mutlu,
  "Detecting and Mitigating Data-Dependent DRAM Failures by Exploiting Current Memory Content"
  Proceedings of the 50th International Symposium on Microarchitecture (MICRO),
  Boston, MA, USA, October 2017.
  [Slides (pptx) (pdf)] [Lightning Session Slides (pptx) (pdf)] [Poster (pptx) (pdf)]
More on DRAM Refresh (VII)

- Minesh Patel, Jeremie S. Kim, and Onur Mutlu, "The Reach Profiler (REAPER): Enabling the Mitigation of DRAM Retention Failures via Profiling at Aggressive Conditions"
  
  [Slides (pptx) (pdf)]  
  [Lightning Session Slides (pptx) (pdf)]

- First experimental analysis of (mobile) LPDDR4 chips
- Analyzes the complex tradeoff space of retention time profiling
- Idea: enable fast and robust profiling at higher refresh intervals & temperatures

The Reach Profiler (REAPER): Enabling the Mitigation of DRAM Retention Failures via Profiling at Aggressive Conditions

Minesh Patel$\ddagger$, Jeremie S. Kim$\ddagger$$\dagger$, Onur Mutlu$\ddagger$

$\ddagger$ETH Zürich  $\dagger$Carnegie Mellon University
More on DRAM Refresh (VIII)

- Minesh Patel, Jeremie S. Kim, Hasan Hassan, and Onur Mutlu, "Understanding and Modeling On-Die Error Correction in Modern DRAM: An Experimental Study Using Real Devices"


[Slides (pptx) (pdf)]
[Talk Video (26 minutes)]
[Full Talk Lecture (29 minutes)]
[Source Code for EINSim, the Error Inference Simulator]

Best paper award.

Understanding and Modeling On-Die Error Correction in Modern DRAM: An Experimental Study Using Real Devices

Minesh Patel† Jeremie S. Kim‡‡ Hasan Hassan† Onur Mutlu†‡

†ETH Zürich ‡‡Carnegie Mellon University
More on DRAM Refresh (IX)

- Minesh Patel, Jeremie S. Kim, Taha Shahroodi, Hasan Hassan, and Onur Mutlu, "Bit-Exact ECC Recovery (BEER): Determining DRAM On-Die ECC Functions by Exploiting DRAM Data Retention Characteristics"

[Slides (pptx) (pdf)]
[Lightning Talk Slides (pptx) (pdf)]
[Talk Video (15 minutes)]
[Lightning Talk Video (1.5 minutes)]

Best paper award.

Bit-Exact ECC Recovery (BEER): Determining DRAM On-Die ECC Functions by Exploiting DRAM Data Retention Characteristics

Minesh Patel††, Jeremie S. Kim‡‡, Taha Shahroodi†, Hasan Hassan†, Onur Mutlu‡‡

†ETH Zürich ‡Carnegie Mellon University
The Push from Circuits and Devices

Main Memory Needs

Intelligent Controllers
Industry Is Writing Papers About It, Too

DRAM Process Scaling Challenges

- **Refresh**
  - Difficult to build high-aspect ratio cell capacitors decreasing cell capacitance
  - Leakage current of cell access transistors increasing

- **tWR**
  - Contact resistance between the cell capacitor and access transistor increasing
  - On-current of the cell access transistor decreasing
  - Bit-line resistance increasing

- **VRT**
  - Occurring more frequently with cell capacitance decreasing
Call for Intelligent Memory Controllers

DRAM Process Scaling Challenges

- Refresh
  - Difficult to build high-aspect ratio cell capacitors decreasing cell capacitance

THE MEMORY FORUM 2014

Co-Architecting Controllers and DRAM to Enhance DRAM Process Scaling

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Hybrid Memory Systems

Hardware/software manage data allocation and movement to achieve the best of multiple technologies

Yoon, Meza et al., “Row Buffer Locality Aware Caching Policies for Hybrid Memories,” ICCD 2012 Best Paper Award.
The Push from Circuits and Devices

Main Memory Needs

Intelligent Controllers
Why In-Memory Computation Today?

- Push from Technology
  - DRAM Scaling at jeopardy
    → Controllers close to DRAM
    → Industry open to new memory architectures

- Pull from Systems and Applications
  - Data access is a major system and application bottleneck
  - Systems are energy limited
  - Data movement much more energy-hungry than computation
Three Key Systems Trends

1. Data access is a major bottleneck
   - Applications are increasingly data hungry

2. Energy consumption is a key limiter

3. Data movement energy dominates compute
   - Especially true for off-chip to on-chip movement
Do We Want This?

Source: V. Milutinovic
Or This?

Source: V. Milutinovic
Challenge and Opportunity for Future

High Performance, Energy Efficient, Sustainable
Data access is the major performance and energy bottleneck

Our current design principles cause great energy waste (and great performance loss)
The Problem

Processing of data is performed far away from the data
A Computing System

- Three key components
- Computation
- Communication
- Storage/memory

Burks, Goldstein, von Neumann, “Preliminary discussion of the logical design of an electronic computing instrument,” 1946.

A Computing System

- Three key components
  - Computation
  - Communication
  - Storage/memory

Burks, Goldstein, von Neumann, “Preliminary discussion of the logical design of an electronic computing instrument,” 1946.

Today’s Computing Systems

- Are overwhelmingly processor centric
- **All data processed in the processor** → at great system cost
- Processor is heavily optimized and is considered the master
- **Data storage units are dumb** and are largely unoptimized (except for some that are on the processor die)
Yet …

"It’s the Memory, Stupid!" (Richard Sites, MPR, 1996)

I expect that over the coming decade memory subsystem design will be the only important design issue for microprocessors.

Runahead Execution: An Alternative to Very Large Instruction Windows for Out-of-order Processors

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One of the 15 computer arch. papers of 2003 selected as Top Picks by IEEE Micro.
HPCA Test of Time Award (awarded in 2021).
The Performance Perspective (Today)

- All of Google’s Data Center Workloads (2015):

The Performance Perspective (Today)

- All of Google’s Data Center Workloads (2015):

Figure 11: Half of cycles are spent stalled on caches.

Perils of Processor-Centric Design

- Grossly-imbalanced systems
  - Processing done only in **one place**
  - Everything else just stores and moves data: **data moves a lot**
    - Energy inefficient
    - Low performance
    - Complex

- Overly complex and bloated processor (and accelerators)
  - To tolerate data access from memory
  - Complex hierarchies and mechanisms
    - Energy inefficient
    - Low performance
    - Complex
Most of the system is dedicated to storing and moving data
The Energy Perspective

Communication Dominates Arithmetic

Dally, HiPEAC 2015

- 64-bit DP 20pJ
- 256-bit buses
- 256-bit access 8 kB SRAM
- 20mm
- 16 nJ DRAM Rd/Wr
- 500 pJ Efficient off-chip link
- 50 pJ
- 1 nJ
- 26 pJ
- 256 pJ
A memory access consumes $\sim 100-1000X$ the energy of a complex addition.
Data Movement vs. Computation Energy

- **Data movement** is a major system energy bottleneck
  - Comprises **41%** of mobile system energy during web browsing [2]
  - Costs ~**115** times as much energy as an ADD operation [1, 2]

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[1]: Reducing data Movement Energy via Online Data Clustering and Encoding (MICRO’16)
[2]: Quantifying the energy cost of data movement for emerging smart phone workloads on mobile platforms (IISWC’14)
62.7% of the total system energy is spent on data movement
We Do Not Want to Move Data!

Communication Dominates Arithmetic

Dally, HiPEAC 2015

A memory access consumes \(\sim 100\)-\(1000\)X the energy of a complex addition
We Need A Paradigm Shift To …

- Enable computation with **minimal data movement**

- **Compute where it makes sense** *(where data resides)*

- Make computing architectures more **data-centric**
Goal: Processing Inside Memory

- Many questions ... How do we design the:
  - compute-capable memory & controllers?
  - processor chip and in-memory units?
  - software and hardware interfaces?
  - system software, compilers, languages?
  - algorithms and theoretical foundations?
Processing in Memory: Two Approaches

1. Minimally changing memory chips
2. Exploiting 3D-stacked memory
Approach 1: Minimally Changing Memory

- DRAM has great capability to perform **bulk data movement and computation** internally with small changes
  - Can exploit internal connectivity to move data
  - Can exploit analog computation capability
  - ...

Examples: RowClone, In-DRAM AND/OR, Gather/Scatter DRAM

- **RowClone**: Fast and Efficient In-DRAM Copy and Initialization of Bulk Data *(Seshadri et al., MICRO 2013)*
- **Fast Bulk Bitwise AND and OR in DRAM** *(Seshadri et al., IEEE CAL 2015)*
- **Gather-Scatter DRAM**: In-DRAM Address Translation to Improve the Spatial Locality of Non-unit Strided Accesses *(Seshadri et al., MICRO 2015)*
- "Ambit: In-Memory Accelerator for Bulk Bitwise Operations Using Commodity DRAM Technology” *(Seshadri et al., MICRO 2017)*
Starting Simple: Data Copy and Initialization

memmove & memcpy: 5% cycles in Google’s datacenter [Kanev+ ISCA’15]

- Forking
- Zero initialization (e.g., security)
- Checkpointing
- VM Cloning
- Deduplication
- Page Migration
- Many more

memmove & memcpy: 5% cycles in Google’s datacenter [Kanev+ ISCA’15]
Today’s Systems: Bulk Data Copy

1) High latency

2) High bandwidth utilization

3) Cache pollution

4) Unwanted data movement

1046ns, 3.6µJ (for 4KB page copy via DMA)
Future Systems: In-Memory Copy

1) Low latency
2) Low bandwidth utilization
3) No cache pollution
4) No unwanted data movement

1046ns, 3.6uJ → 90ns, 0.04uJ
RowClone: In-DRAM Row Copy

Idea: Two consecutive ACTivates
Negligible HW cost

Step 1: Activate row A
Step 2: Activate row B

Data Bus
Row Buffer (4 Kbytes)
DRAM subarray
8 bits
RowClone: Latency and Energy Savings

More on RowClone

- Vivek Seshadri, Yoongu Kim, Chris Fallin, Donghyuk Lee, Rachata Ausavarungnirun, Gennady Pekhimenko, Yixin Luo, Onur Mutlu, Michael A. Kozuch, Phillip B. Gibbons, and Todd C. Mowry,

"RowClone: Fast and Energy-Efficient In-DRAM Bulk Data Copy and Initialization"

Proceedings of the 46th International Symposium on Microarchitecture (MICRO), Davis, CA, December 2013. [Slides (pptx) (pdf)] [Lightning Session Slides (pptx) (pdf)] [Poster (pptx) (pdf)]
RowClone Extensions and Follow-Up Work

- Can this be improved to do faster inter-subarray copy?
  - Yes, see LISA [Chang et al., HPCA 2016]

- Can we enable data movement at smaller granularities within a bank?
  - Yes, see FIGARO [Wang et al., MICRO 2020]

- Can this be improved to do better inter-bank copy?
  - Yes, see Network-on-Memory [CAL 2020]

- Can similar ideas and DRAM properties be used to perform computation on data?
  - Yes, see Ambit [Seshadri et al., CAL 2015, MICRO 2017]
LISA: Increasing Connectivity in DRAM

- Kevin K. Chang, Prashant J. Nair, Saugata Ghose, Donghyuk Lee, Moinuddin K. Qureshi, and Onur Mutlu,

"Low-Cost Inter-Linked Subarrays (LISA): Enabling Fast Inter-Subarray Data Movement in DRAM"


[Slides (pptx) (pdf)]
[Source Code]

Low-Cost Inter-Linked Subarrays (LISA): Enabling Fast Inter-Subarray Data Movement in DRAM

Kevin K. Chang†, Prashant J. Nair*, Donghyuk Lee†, Saugata Ghose†, Moinuddin K. Qureshi*, and Onur Mutlu†

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Yaohua Wang, Lois Orosa, Xiangjun Peng, Yang Guo, Saugata Ghose, Minesh Patel, Jeremie S. Kim, Juan Gómez Luna, Mohammad Sadrosadati, Nika Mansouri Ghiasi, and Onur Mutlu, "FIGARO: Improving System Performance via Fine-Grained In-DRAM Data Relocation and Caching"
Network-On-Memory: Fast Inter-Bank Copy

- Seyyed Hossein SeyyedAghaei Rezaei, Mehdi Modarressi, Rachata Ausavarungnirun, Mohammad Sadrosadati, Onur Mutlu, and Masoud Daneshtalab,

"NoM: Network-on-Memory for Inter-Bank Data Transfer in Highly-Banked Memories"


**NoM: Network-on-Memory for Inter-Bank Data Transfer in Highly-Banked Memories**

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Memory as an Accelerator

Memory similar to a “conventional” accelerator
In-Memory Bulk Bitwise Operations

- We can support **in-DRAM COPY, ZERO, AND, OR, NOT, MAJ**
- At low cost
- Using analog computation capability of DRAM
  - Idea: activating multiple rows performs computation
- **30-60X performance and energy improvement**

- **New memory technologies** enable even more opportunities
  - Memristors, resistive RAM, phase change mem, STT-MRAM, ...
  - Can operate on data with minimal movement
In-DRAM AND/OR: Triple Row Activation

**Final State**

\[ AB + BC + AC \]

\[ C(A + B) + \neg C(AB) \]

**In-DRAM Bulk Bitwise AND/OR Operation**

- **BULKAND A, B → C**
- **Semantics:** Perform a bitwise AND of two rows A and B and store the result in row C

- R0 – reserved zero row, R1 – reserved one row
- D1, D2, D3 – Designated rows for triple activation

1. RowClone A into D1
2. RowClone B into D2
3. RowClone R0 into D3
4. ACTIVATE D1,D2,D3
5. RowClone Result into C
In-DRAM NOT: Dual Contact Cell

Idea:
Feed the negated value in the sense amplifier into a special row

Figure 5: A dual-contact cell connected to both ends of a sense amplifier

Ambit vs. DDR3: Performance and Energy

Performance Improvement
Energy Reduction

32X 35X

not  and/or  nand/nor  xor/xnor  mean

Bulk Bitwise Operations in Workloads

- Bitmap indices (database indexing)
- BitWeaving (database queries)
- Set operations
- BitFunnel (web search)
- Encryption algorithms
- DNA sequence mapping
- ...

[1] Li and Patel, BitWeaving, SIGMOD 2013
Performance: Bitmap Index on Ambit

Figure 10: Bitmap index performance. The value above each bar indicates the reduction in execution time due to Ambit.

>5.4-6.6X Performance Improvement

Performance: BitWeaving on Ambit

Figure 11: Speedup offered by Ambit over baseline CPU with SIMD for BitWeaving

More on In-DRAM Bulk AND/OR

- Vivek Seshadri, Kevin Hsieh, Amirali Boroumand, Donghyuk Lee, Michael A. Kozuch, Onur Mutlu, Phillip B. Gibbons, and Todd C. Mowry,
"Fast Bulk Bitwise AND and OR in DRAM"
More on Ambit


Ambit: In-Memory Accelerator for Bulk Bitwise Operations Using Commodity DRAM Technology

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In-DRAM Bulk Bitwise Execution


In-DRAM Bulk Bitwise Execution Engine

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SIMDRAM: A Framework for Bit-Serial SIMD Processing using DRAM

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SIMDRAM Key Idea

• **SIMDRAM**: An end-to-end processing-using-DRAM framework that provides the programming interface, the ISA, and the hardware support for:

  - **Efficiently** computing **complex** operations in DRAM
  - Providing the ability to implement **arbitrary** operations as required
  - Using an **in-DRAM massively-parallel SIMD substrate** that requires **minimal** changes to DRAM architecture
### SIMDRAM Framework: Overview

#### Step 1: Generate MAJ logic
- User Input: Desired operation (AND/OR/NOT logic)
- SIMDRAM Output: MAJ/NOT logic

#### Step 2: Generate sequence of DRAM commands
- User Input: New SIMDRAM μProgram
- SIMDRAM Output: MAJ logic

#### Step 3: Execution according to μProgram
- User Input: SIMDRAM-enabled application
- SIMDRAM Output: Instruction result in memory

#### Control Unit
- foo () {
  bbop_new
}
More on the SIMDRAM Framework


[2-page Extended Abstract]
[Short Talk Slides (pptx) (pdf)]
[Talk Slides (pptx) (pdf)]
[Short Talk Video (5 mins)]
[Full Talk Video (27 mins)]

SIMDRAM: A Framework for Bit-Serial SIMD Processing using DRAM

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ComputeDRAM: In-Memory Compute Using Off-the-Shelf DRAMs

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Pinatubo: A Processing-in-Memory Architecture for Bulk Bitwise Operations in Emerging Non-volatile Memories

Shuangchen Li¹*, Cong Xu², Qiaosha Zou¹,⁵, Jishen Zhao³, Yu Lu⁴, and Yuan Xie¹

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In-DRAM Physical Unclonable Functions


[Lightning Talk Video] [Slides (pptx) (pdf)] [Lightning Session Slides (pptx) (pdf)] [Full Talk Lecture Video] (28 minutes)

The DRAM Latency PUF:
Quickly Evaluating Physical Unclonable Functions by Exploiting the Latency-Reliability Tradeoff in Modern Commodity DRAM Devices

Jeremie S. Kim$\dagger$§ Minesh Patel§ Hasan Hassan§ Onur Mutlu$\dagger$§

$\dagger$Carnegie Mellon University  §ETH Zürich

SAFARI
In-DRAM True Random Number Generation

- Jeremie S. Kim, Minesh Patel, Hasan Hassan, Lois Orosa, and Onur Mutlu, "D-RaNGe: Using Commodity DRAM Devices to Generate True Random Numbers with Low Latency and High Throughput"


[Slides (pptx) (pdf)]
[Full Talk Video (21 minutes)]
[Full Talk Lecture Video (27 minutes)]

Top Picks Honorable Mention by IEEE Micro.

D-RaNGe: Using Commodity DRAM Devices to Generate True Random Numbers with Low Latency and High Throughput

Jeremie S. Kim‡$  Minesh Patel§  Hasan Hassan§  Lois Orosa§  Onur Mutlu§‡
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SAFARI
Processing in Memory:
Two Approaches

1. Minimally changing memory chips
2. Exploiting 3D-stacked memory
Opportunity: 3D-Stacked Logic+Memory

Other “True 3D” technologies under development
## DRAM Landscape (circa 2015)

<table>
<thead>
<tr>
<th>Segment</th>
<th>DRAM Standards &amp; Architectures</th>
</tr>
</thead>
<tbody>
<tr>
<td>Commodity</td>
<td>DDR3 (2007) [14]; DDR4 (2012) [18]</td>
</tr>
<tr>
<td>Performance</td>
<td>eDRAM [28], [32]; RLDRAM3 (2011) [29]</td>
</tr>
</tbody>
</table>

Table 1. Landscape of DRAM-based memory

Two Key Questions in 3D-Stacked PIM

- What are the performance and energy benefits of using 3D-stacked memory as a coarse-grained accelerator?
  - By changing the entire system
  - By performing simple function offloading

- What is the minimal processing-in-memory support we can provide?
  - With minimal changes to system and programming
Graph Processing

- Large graphs are everywhere (circa 2015)
  - 36 Million Wikipedia Pages
  - 1.4 Billion Facebook Users
  - 300 Million Twitter Users
  - 30 Billion Instagram Photos

- Scalable large-scale graph processing is challenging
Key Bottlenecks in Graph Processing

```java
for (v: graph.vertices) {
    for (w: v.successors) {
        w.next_rank += weight * v.rank;
    }
}
```

1. Frequent random memory accesses
2. Little amount of computation
Tesseract System for Graph Processing

Interconnected set of 3D-stacked memory+logic chips with simple cores

Host Processor

Memory-Mapped Accelerator Interface (Noncacheable, Physically Addressed)

Crossbar Network

In-Order Core

LP
PF Buffer
MTP
Message Queue

DRAM Controller

SAFARI Ahn+, “A Scalable Processing-in-Memory Accelerator for Parallel Graph Processing” ISCA 2015.
Tesseract System for Graph Processing

Host Processor

Memory-Mapped Accelerator Interface
(Noncacheable, Physically Addressed)

Memory

Logic

Crossbar Network

In-Order Core

Communications via Remote Function Calls

Message Queue

Host Processor

Memory

Logic

Communications via Remote Function Calls

Message Queue
Tesseract System for Graph Processing

Host Processor
Memory-Mapped Accelerator Interface
Noncacheable, Physically Addressed

Memory

Logic

Prefetching

Crossbar Network

DRAM Controller

Message Queue

Host Processor

Memory

Logic

Prefetching

Crossbar Network

DRAM Controller

Message Queue

SAFARI
Evaluated Systems

- **DDR3-OoO**
  - 8 OoO 4GHz
  - 8 OoO 4GHz
  - 8 OoO 4GHz
  - Performance: 102.4GB/s

- **HMC-OoO**
  - 8 OoO 4GHz
  - 8 OoO 4GHz
  - Performance: 640GB/s

- **HMC-MC**
  - 128 In-Order 2GHz
  - 128 In-Order 2GHz
  - Performance: 640GB/s

- **Tesseract**
  - 32 Tesseract Cores
  - Performance: 8TB/s

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SAFARI Ahn+, “A Scalable Processing-in-Memory Accelerator for Parallel Graph Processing” ISCA 2015.
Tesseract Graph Processing Performance

>13X Performance Improvement

On five graph processing algorithms

- DDR3-OoO
- HMC-OoO
- HMC-MC
- Tesseract
- Tesseract-LP
- Tesseract-LP-MTP

Speedup

Ahn+, “A Scalable Processing-in-Memory Accelerator for Parallel Graph Processing” ISCA 2015.
Tesseract Graph Processing Performance

Memory Bandwidth Consumption

80GB/s 190GB/s 243GB/s 2.9TB/s 2.2TB/s 1.3TB/s

DDR3-OoO HMC-OoO HMC-MC Tesseract Tesseract-LP Tesseract-LP-MTP

Memory Bandwidth (TB/s)
Tesseract Graph Processing System Energy

- Memory Layers
- Logic Layers
- Cores

> 8X Energy Reduction

HMC-OoO vs. Tesseract with Prefetching

SAFARI Ahn+, “A Scalable Processing-in-Memory Accelerator for Parallel Graph Processing” ISCA 2015.
More on Tesseract

- Junwhan Ahn, Sungpack Hong, Sungjoo Yoo, Onur Mutlu, and Kiyoung Choi,

"A Scalable Processing-in-Memory Accelerator for Parallel Graph Processing"

[Slides (pdf)] [Lightning Session Slides (pdf)]
Two Key Questions in 3D-Stacked PIM

What are the performance and energy benefits of using 3D-stacked memory as a coarse-grained accelerator?

- By changing the entire system
- By performing simple function offloading

What is the minimal processing-in-memory support we can provide?

- With minimal changes to system and programming
PIM on Mobile Devices


Google Workloads for Consumer Devices: Mitigating Data Movement Bottlenecks

Amirali Boroumand\textsuperscript{1} Rachata Ausavarungnirun\textsuperscript{1} Aki Kuusela\textsuperscript{3} Saugata Ghose\textsuperscript{1} Eric Shiu\textsuperscript{3} Rahul Thakur\textsuperscript{3} Youngsok Kim\textsuperscript{2} Parthasarathy Ranganathan\textsuperscript{3} Daehyun Kim\textsuperscript{4,3} Onur Mutlu\textsuperscript{5,1}
Consumer Devices

Consumer devices are everywhere!

Energy consumption is a first-class concern in consumer devices.
Four Important Workloads

Chrome
Google’s web browser

TensorFlow Mobile
Google’s machine learning framework

Video Playback
Google’s video codec

Video Capture
Google’s video codec
Energy Cost of Data Movement

1st key observation: 62.7% of the total system energy is spent on data movement

Potential solution: move computation close to data

Challenge: limited area and energy budget
Using PIM to Reduce Data Movement

2nd key observation: a significant fraction of the data movement often comes from simple functions.

We can design lightweight logic to implement these simple functions in memory.

Offloading to PIM logic reduces energy and improves performance, on average, by 2.3X and 2.2X.

SAFARI
Workload Analysis

Chrome
Google’s web browser

TensorFlow Mobile
Google’s machine learning framework

VP9
Video Playback
Google’s video codec

VP9
Video Capture
Google’s video codec
57.3% of the inference energy is spent on data movement

54.4% of the data movement energy comes from packing/unpacking and quantization
Packing

Reorders elements of matrices to minimize cache misses during matrix multiplication

Up to 40% of the inference energy and 31% of inference execution time

Packing’s data movement accounts for up to 35.3% of the inference energy

A simple data reorganization process that requires simple arithmetic
Quantization

Converts 32-bit floating point to 8-bit integers to improve inference execution time and energy consumption.

- Up to 16.8% of the inference energy and 16.1% of inference execution time.
- Majority of quantization energy comes from data movement.

A simple data conversion operation that requires shift, addition, and multiplication operations.
Normalized Energy

<table>
<thead>
<tr>
<th>Energy Component</th>
<th>CPU-Only</th>
<th>PIM-Core</th>
<th>PIM-Acc</th>
</tr>
</thead>
<tbody>
<tr>
<td>Texture Tiling</td>
<td>0.8</td>
<td>0.6</td>
<td>0.4</td>
</tr>
<tr>
<td>Color Blitting</td>
<td>0.7</td>
<td>0.6</td>
<td>0.4</td>
</tr>
<tr>
<td>Compression</td>
<td>0.6</td>
<td>0.6</td>
<td>0.4</td>
</tr>
<tr>
<td>Decompression</td>
<td>0.5</td>
<td>0.6</td>
<td>0.4</td>
</tr>
<tr>
<td>Packing</td>
<td>0.4</td>
<td>0.6</td>
<td>0.4</td>
</tr>
<tr>
<td>Quantization</td>
<td>0.3</td>
<td>0.6</td>
<td>0.4</td>
</tr>
<tr>
<td>Sub-Pixel Interpolation</td>
<td>0.2</td>
<td>0.6</td>
<td>0.4</td>
</tr>
<tr>
<td>Deblocking Filter</td>
<td>0.1</td>
<td>0.6</td>
<td>0.4</td>
</tr>
<tr>
<td>Motion Estimation</td>
<td>0.0</td>
<td>0.6</td>
<td>0.4</td>
</tr>
</tbody>
</table>

Chrome Browser
TensorFlow Mobile
Video Playback and Capture

**PIM core and PIM accelerator** reduce **energy consumption** on average by **49.1%** and **55.4%**
Offloading these kernels to PIM core and PIM accelerator reduces program runtime on average by 44.6% and 54.2%
More on PIM for Mobile Devices

- Amirali Boroumand, Saugata Ghose, Youngsok Kim, Rachata Ausavarungnirun, Eric Shiu, Rahul Thakur, Daehyun Kim, Aki Kuusela, Allan Knies, Parthasarathy Ranganathan, and Onur Mutlu,

"Google Workloads for Consumer Devices: Mitigating Data Movement Bottlenecks"


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Google Workloads for Consumer Devices: Mitigating Data Movement Bottlenecks

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Youngsok Kim²
Rahul Thakur³

Parthasarathy Ranganathan³
Daehyun Kim⁴,³

Onur Mutlu⁵,¹
Truly Distributed GPU Processing with PIM?

3D-stacked memory (memory stack)  

SM (Streaming Multiprocessor)

Logic layer

Main GPU

Crossbar switch

Vault Ctrl

Vault Ctrl

```
__global__
void applyScaleFactorsKernel( uint8_t * const out,
uint8_t const * const in, const double *factor,
size_t const numRows, size_t const numCols )
{
    // Work out which pixel we are working on.
    const int rowIdx = blockIdx.x * blockDim.x + threadIdx.x;
    const int colIdx = blockIdx.y;
    const int sliceIdx = threadIdx.z;

    // Check this thread isn't off the image
    if ( rowIdx >= numRows ) return;

    // Compute the index of my element
    size_t linearIdx = rowIdx + colIdx*numRows +
        sliceIdx*numRows*numCols;
```
Accelerating GPU Execution with PIM (I)


[Slides (pptx) (pdf)]
[Lightning Session Slides (pptx) (pdf)]
Scheduling Techniques for GPU Architectures with Processing-In-Memory Capabilities

Ashutosh Pattnaik\textsuperscript{1} Xulong Tang\textsuperscript{1} Adwait Jog\textsuperscript{2} Onur Kayiran\textsuperscript{3} Asit K. Mishra\textsuperscript{4} Mahmut T. Kandemir\textsuperscript{1} Onur Mutlu\textsuperscript{5,6} Chita R. Das\textsuperscript{1}

\textsuperscript{1}Pennsylvania State University \textsuperscript{2}College of William and Mary \textsuperscript{3}Advanced Micro Devices, Inc. \textsuperscript{4}Intel Labs \textsuperscript{5}ETH Zürich \textsuperscript{6}Carnegie Mellon University
Accelerating Linked Data Structures

- Kevin Hsieh, Samira Khan, Nandita Vijaykumar, Kevin K. Chang, Amirali Boroumand, Saugata Ghose, and Onur Mutlu,
  "Accelerating Pointer Chasing in 3D-Stacked Memory: Challenges, Mechanisms, Evaluation"
  Proceedings of the 34th IEEE International Conference on Computer Design (ICCD), Phoenix, AZ, USA, October 2016.

Accelerating Pointer Chasing in 3D-Stacked Memory: Challenges, Mechanisms, Evaluation

Kevin Hsieh† Samira Khan‡ Nandita Vijaykumar†
Kevin K. Chang† Amirali Boroumand† Saugata Ghose† Onur Mutlu§†
†Carnegie Mellon University ‡University of Virginia §§ETH Zürich
Accelerating Dependent Cache Misses with an Enhanced Memory Controller

Milad Hashemi*, Khubaib†, Eiman Ebrahimi‡, Onur Mutlu§, Yale N. Patt*

*The University of Texas at Austin  †Apple  ‡NVIDIA  §ETH Zürich & Carnegie Mellon University
Accelerating Runahead Execution

Milad Hashemi, Onur Mutlu, and Yale N. Patt,
"Continuous Runahead: Transparent Hardware Acceleration for Memory Intensive Workloads"
Proceedings of the 49th International Symposium on Microarchitecture (MICRO), Taipei, Taiwan, October 2016.
[Slides (pptx) (pdf)] [Lightning Session Slides (pdf)] [Poster (pptx) (pdf)]

Continuous Runahead: Transparent Hardware Acceleration for Memory Intensive Workloads

Milad Hashemi*, Onur Mutlu§, Yale N. Patt*

*The University of Texas at Austin  §ETH Zürich
Accelerating Climate Modeling

- Gagandeep Singh, Dionysios Diamantopoulos, Christoph Hagleitner, Juan Gómez-Luna, Sander Stuijk, Onur Mutlu, and Henk Corporaal,

"NERO: A Near High-Bandwidth Memory Stencil Accelerator for Weather Prediction Modeling"

Proceedings of the 30th International Conference on Field-Programmable Logic and Applications (FPL), Gothenburg, Sweden, September 2020.

[Slides (pptx) (pdf)]
[Lightning Talk Slides (pptx) (pdf)]
[Talk Video (23 minutes)]

Nominated for the Stamatis Vassiliadis Memorial Award.

NERO: A Near High-Bandwidth Memory Stencil Accelerator for Weather Prediction Modeling

Gagandeep Singh\textsuperscript{a,b,c} Dionysios Diamantopoulos\textsuperscript{c} Christoph Hagleitner\textsuperscript{c} Juan Gómez-Luna\textsuperscript{b}
Sander Stuijk\textsuperscript{a} Onur Mutlu\textsuperscript{b} Henk Corporaal\textsuperscript{a}
\textsuperscript{a}Eindhoven University of Technology \textsuperscript{b}ETH Zürich \textsuperscript{c}IBM Research Europe, Zurich
Accelerating Approximate String Matching

- Damla Senol Cali, Gurpreet S. Kalsi, Zulal Bingol, Can Firtina, Lavanya Subramanian, Jeremie S. Kim, Rachata Ausavarungnirun, Mohammed Alser, Juan Gomez-Luna, Amirali Boroumand, Anant Nori, Allison Scibisz, Sreenivas Subramoney, Can Alkan, Saugata Ghose, and Onur Mutlu,

"GenASM: A High-Performance, Low-Power Approximate String Matching Acceleration Framework for Genome Sequence Analysis"


[Lighting Talk Video (1.5 minutes)]
[Lightning Talk Slides (pptx) (pdf)]
[Talk Video (18 minutes)]
[Slides (pptx) (pdf)]

GenASM: A High-Performance, Low-Power Approximate String Matching Acceleration Framework for Genome Sequence Analysis

---

Damla Senol Cali†
Gurpreet S. Kalsi†
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Lavanya Subramanian‡
Jeremie S. Kim‡
Rachata Ausavarungnirun○
Mohammed Alser○
Juan Gomez-Luna○
Amirali Boroumand‡
Anant Nori∥
Allison Scibisz○
Sreenivas Subramoney○
Can Alkan○
Saugata Ghose○†
Onur Mutlu○†∥

†Carnegie Mellon University ○Processor Architecture Research Lab, Intel Labs †Bilkent University ○ETH Zürich
∥Facebook ○King Mongkut’s University of Technology North Bangkok ○University of Illinois at Urbana–Champaign

SAFARI
Accelerating Time Series Analysis

- Ivan Fernandez, Ricardo Quislant, Christina Giannoula, Mohammed Alser, Juan Gómez-Luna, Eladio Gutiérrez, Oscar Plata, and Onur Mutlu,

"NATSA: A Near-Data Processing Accelerator for Time Series Analysis"


[Slides (pptx) (pdf)]
[Talk Video (10 minutes)]

NATSA: A Near-Data Processing Accelerator for Time Series Analysis

Ivan Fernandez§, Ricardo Quislant§, Christina Giannoula†, Mohammed Alser†, Juan Gómez-Luna‡, Eladio Gutiérrez§, Oscar Plata§, Onur Mutlu‡

§University of Malaga, †National Technical University of Athens, ‡ETH Zürich
Two Key Questions in 3D-Stacked PIM

- What are the performance and energy benefits of using 3D-stacked memory as a coarse-grained accelerator?
  - By changing the entire system
  - By performing simple function offloading

- What is the minimal processing-in-memory support we can provide?
  - With minimal changes to system and programming
**PEI: PIM-Enabled Instructions (Ideas)**

- **Goal:** Develop mechanisms to get the most out of near-data processing with minimal cost, minimal changes to the system, no changes to the programming model.

- **Key Idea 1:** Expose each PIM operation as a *cache-coherent, virtually-addressed host processor instruction* (called PEI) that operates on only a single cache block.
  - e.g., `__pim_add(&w.next_rank, value) → pim.add r1, (r2)`
  - No changes sequential execution/programming model
  - No changes to virtual memory
  - Minimal changes to cache coherence
  - No need for data mapping: Each PEI restricted to a single memory module.

- **Key Idea 2:** **Dynamically decide where to execute a PEI** (i.e., the host processor or PIM accelerator) based on simple locality characteristics and simple hardware predictors.
  - Execute each operation at the location that provides the best performance.
PEI: PIM-Enabled Instructions (Example)

```c
for (v: graph.vertices) {
    value = weight * v.rank;
    for (w: v.successors) {
        __pim_add(&w.next_rank, value);
    }
}

pfence();
```

- **Executed either in memory or in the processor: dynamic decision**
  - Low-cost locality monitoring for a single instruction
- **Cache-coherent, virtually-addressed, single cache block only**
- **Atomic between different PEIs**
- **Not atomic with normal instructions (use `pfence` for ordering)**

Table 1: Summary of Supported PIM Operations

<table>
<thead>
<tr>
<th>Operation</th>
<th>R</th>
<th>W</th>
<th>Input</th>
<th>Output</th>
<th>Applications</th>
</tr>
</thead>
<tbody>
<tr>
<td>8-byte integer increment</td>
<td>O</td>
<td>O</td>
<td>0 bytes</td>
<td>0 bytes</td>
<td>AT</td>
</tr>
<tr>
<td>8-byte integer min</td>
<td>O</td>
<td>O</td>
<td>8 bytes</td>
<td>0 bytes</td>
<td>BFS, SP, WCC</td>
</tr>
<tr>
<td>Floating-point add</td>
<td>O</td>
<td>O</td>
<td>8 bytes</td>
<td>0 bytes</td>
<td>PR</td>
</tr>
<tr>
<td>Hash table probing</td>
<td>O</td>
<td>X</td>
<td>8 bytes</td>
<td>9 bytes</td>
<td>HJ</td>
</tr>
<tr>
<td>Histogram bin index</td>
<td>O</td>
<td>X</td>
<td>1 byte</td>
<td>16 bytes</td>
<td>HG, RP</td>
</tr>
<tr>
<td>Euclidean distance</td>
<td>O</td>
<td>X</td>
<td>64 bytes</td>
<td>4 bytes</td>
<td>SC</td>
</tr>
<tr>
<td>Dot product</td>
<td>O</td>
<td>X</td>
<td>32 bytes</td>
<td>8 bytes</td>
<td>SVM</td>
</tr>
</tbody>
</table>
PEI: Initial Evaluation Results

- Initial evaluations with **10 emerging data-intensive workloads**
  - Large-scale graph processing
  - In-memory data analytics
  - Machine learning and data mining
  - Three input sets (small, medium, large) for each workload to analyze the impact of data locality

- Pin-based cycle-level x86-64 simulation

**Performance Improvement and Energy Reduction:**

- 47% average speedup with large input data sets
- 32% speedup with small input data sets
- 25% avg. energy reduction in a single node with large input data sets

---

Table 2: Baseline Simulation Configuration

<table>
<thead>
<tr>
<th>Component</th>
<th>Configuration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core</td>
<td>16 out-of-order cores, 4 GHz, 4-issue</td>
</tr>
<tr>
<td>L1 I/D-Cache</td>
<td>Private, 32 KB, 4/8-way, 64 B blocks, 16 MSHRs</td>
</tr>
<tr>
<td>L2 Cache</td>
<td>Private, 256 KB, 8-way, 64 B blocks, 16 MSHRs</td>
</tr>
<tr>
<td>L3 Cache</td>
<td>Shared, 16 MB, 16-way, 64 B blocks, 64 MSHRs</td>
</tr>
<tr>
<td>On-Chip Network</td>
<td>Crossbar, 2 GHz, 144-bit links</td>
</tr>
<tr>
<td>Main Memory</td>
<td>32 GB, 8 HMCs, daisy-chain (80 GB/s full-duplex)</td>
</tr>
<tr>
<td>HMC</td>
<td>4 GB, 16 vaults, 256 DRAM banks [20]</td>
</tr>
<tr>
<td>- DRAM</td>
<td>FR-FCFS, tCL = tRCD = tRP = 13.75 ns [27]</td>
</tr>
<tr>
<td>- Vertical Links</td>
<td>64 TSVs per vault with 2 Gb/s signaling rate [23]</td>
</tr>
</tbody>
</table>
PEI Performance Delta: Large Data Sets

(Large Inputs, Baseline: Host-Only)

47% Performance Improvement
PEI Energy Consumption

25% Energy Reduction

<table>
<thead>
<tr>
<th></th>
<th>Small</th>
<th>Medium</th>
<th>Large</th>
</tr>
</thead>
<tbody>
<tr>
<td>Host-Only</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PIM-Only</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Locality-Aware</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- **Cache**
- **HMC Link**
- **Host-side PCU**
- **Memory-side PCU**
- **DRAM**
- **PMU**
Simpler PIM: PIM-Enabled Instructions

Eliminating the Adoption Barriers

How to Enable Adoption of Processing in Memory
Barriers to Adoption of PIM

1. Functionality of and applications & software for PIM

2. Ease of programming (interfaces and compiler/HW support)

3. System support: coherence & virtual memory

4. Runtime and compilation systems for adaptive scheduling, data mapping, access/sharing control

5. Infrastructures to assess benefits and feasibility

All can be solved with change of mindset
We Need to Revisit the Entire Stack

We can get there step by step
DAMOV: A New Methodology and Benchmark Suite for Evaluating Data Movement Bottlenecks

GERALDO F. OLIVEIRA, ETH Zürich, Switzerland
JUAN GÓMEZ-LUNA, ETH Zürich, Switzerland
LOIS OROSA, ETH Zürich, Switzerland
SAUGATA GHOSE, University of Illinois at Urbana-Champaign, USA
NANDITA VIJAYKUMAR, University of Toronto, Canada
IVAN FERNANDEZ, University of Malaga, Spain & ETH Zürich, Switzerland
MOHAMMAD SADROSADATI, Institute for Research in Fundamental Sciences (IPM), Iran & ETH Zürich, Switzerland
ONUR MUTLU, ETH Zürich, Switzerland

Data movement between the CPU and main memory is a first-order obstacle against improving performance, scalability, and energy efficiency in modern systems. Computer systems employ a range of techniques to reduce overheads tied to data movement, spanning from traditional mechanisms (e.g., deep multi-level cache hierarchies, aggressive hardware prefetchers) to emerging techniques such as Near-Data Processing (NDP), where some computation is moved close to memory. Prior NDP works investigate the root causes of data movement bottlenecks using different profiling methodologies and tools. However, there is still a lack of understanding about the key metrics that can identify different data movement bottlenecks and their relation to traditional and emerging data movement mitigation mechanisms. Our goal is to methodically identify potential sources of data movement over a broad set of applications and to comprehensively compare traditional compute-centric data movement mitigation techniques (e.g., caching and prefetching) to more memory-centric techniques (e.g., NDP), thereby developing a rigorous understanding of the best techniques to mitigate each source of data movement.

With this goal in mind, we perform the first large-scale characterization of a wide variety of applications, across a wide range of application domains, to identify fundamental program properties that lead to data movement to/from main memory. We develop the first systematic methodology to classify applications based on the sources contributing to data movement bottlenecks. From our large-scale characterization of 77K functions across 345 applications, we select 144 functions to form the first open-source benchmark suite (DAMOV) for main memory data movement studies. We select a diverse range of functions that (1) represent different types of data movement bottlenecks, and (2) come from a wide range of application domains. Using NDP as a case study, we identify new insights about the different data movement bottlenecks and use these insights to determine the most suitable data movement mitigation mechanism for a particular application. We open-source DAMOV and the complete source code for our new characterization methodology at https://github.com/CMU-SAFFARI/DAMOV.

A Modern Primer on Processing in Memory

Onur Mutlu\textsuperscript{a,b}, Saugata Ghose\textsuperscript{b,c}, Juan Gómez-Luna\textsuperscript{a}, Rachata Ausavarungnirun\textsuperscript{d}

SAFARI Research Group

\textsuperscript{a}ETH Zürich
\textsuperscript{b}Carnegie Mellon University
\textsuperscript{c}University of Illinois at Urbana-Champaign
\textsuperscript{d}King Mongkut’s University of Technology North Bangkok

Onur Mutlu, Saugata Ghose, Juan Gomez-Luna, and Rachata Ausavarungnirun, "A Modern Primer on Processing in Memory"

\url{https://arxiv.org/pdf/1903.03988.pdf}
A Workload and Programming Ease Driven Perspective of Processing-in-Memory

Saugata Ghose† Amirali Boroumand‡ Jeremie S. Kim§ Juan Gómez-Luna§ Onur Mutlu§†

†Carnegie Mellon University
§ETH Zürich

Saugata Ghose, Amirali Boroumand, Jeremie S. Kim, Juan Gomez-Luna, and Onur Mutlu, "Processing-in-Memory: A Workload-Driven Perspective"
[Preliminary arXiv version]

UPMEM Processing-in-DRAM Engine (2019)

- Processing in DRAM Engine
- Includes **standard DIMM modules**, with a **large number of DPU processors** combined with DRAM chips.

- Replaces **standard** DIMMs
  - DDR4 R-DIMM modules
    - 8GB+128 DPUs (16 PIM chips)
    - Standard 2x-nm DRAM process
  - **Large amounts of** compute & memory bandwidth

Samsung Develops Industry’s First High Bandwidth Memory with AI Processing Power

The new architecture will deliver over twice the system performance and reduce energy consumption by more than 70%

Samsung Electronics, the world leader in advanced memory technology, today announced that it has developed the industry’s first High Bandwidth Memory (HBM) integrated with artificial intelligence (AI) processing power — the HBM-PIM. The new processing-in-memory (PIM) architecture brings powerful AI computing capabilities inside high-performance memory, to accelerate large-scale processing in data centers, high performance computing (HPC) systems and AI-enabled mobile applications.

Kwangil Park, senior vice president of Memory Product Planning at Samsung Electronics stated, “Our groundbreaking HBM-PIM is the industry’s first programmable PIM solution tailored for diverse AI-driven workloads such as HPC, training and inference. We plan to build upon this breakthrough by further collaborating with AI solution providers for even more advanced PIM-powered applications.”

Samsung Function-in-Memory DRAM (2021)

- FIMDRAM based on HBM2

---

**Chip Specification**

- 128DQ / 8CH / 16 banks / BL4
- 32 PCU blocks (1 FIM block/2 banks)
- 1.2 TFLOPS (4H)
- FP16 ADD / Multiply (MUL) / Multiply-Accumulate (MAC) / Multiply-and-Add (MAD)

---

**ISSCC 2021 / SESSION 25 / DRAM / 25.4**

25.4 A 20nm 6GB Function-In-Memory DRAM, Based on HBM2 with a 1.2TFLOPS Programmable Computing Unit Using Bank-Level Parallelism, for Machine Learning Applications

Young-Heon Kwon, Suk Han Lee, Jaehoon Lee, Sang-Hyuk Kwon, Je Min Ryu, Jong-Pil Son, Seongil O, Hak-Soo Yu, Haeuk Lee, Soo Young Kim, Youngmin Cho, Jin Guk Kim, Jongyoul Choi, Hyun-Sung Shin, Jin Kim, BengSeng Phua, HyungMin Kim, Myeong Jun Song, Ahn Choi, Daeho Kim, SooYoung Kim, Eun-Bong Kim, David Wang, Shinhae Kang, Yuhwan Ro, Seungwoo Seo, JoonHo Song, Jaryoung Youn, Kyomin Sohn, Nam Sung Kim

1Samsung Electronics, Hwasung, Korea
2Samsung Electronics, San Jose, CA
3Samsung Electronics, Suwon, Korea
Chip Implementation

- Mixed design methodology to implement FIMDRAM
  - Full-custom + Digital RTL
Detailed Lectures on PIM (I)

- Computer Architecture, Fall 2020, Lecture 6
  - Computation in Memory (ETH Zürich, Fall 2020)
    - https://www.youtube.com/watch?v=oGcZAGwfEUE&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=12

- Computer Architecture, Fall 2020, Lecture 7
  - Near-Data Processing (ETH Zürich, Fall 2020)
    - https://www.youtube.com/watch?v=j2GIigqn1Qw&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=13

- Computer Architecture, Fall 2020, Lecture 11a
  - Memory Controllers (ETH Zürich, Fall 2020)
    - https://www.youtube.com/watch?v=TeG773OgiMQ&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=20

- Computer Architecture, Fall 2020, Lecture 12d
  - Real Processing-in-DRAM with UPMEM (ETH Zürich, Fall 2020)
    - https://www.youtube.com/watch?v=Sscy1Wrr22A&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=25

SAFARI
https://www.youtube.com/onurmutlulectures
Detailed Lectures on PIM (II)

- Computer Architecture, Fall 2020, Lecture 15
  - Emerging Memory Technologies (ETH Zürich, Fall 2020)
  - [https://www.youtube.com/watch?v=AIE1rD9G_YU&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=28](https://www.youtube.com/watch?v=AIE1rD9G_YU&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=28)

- Computer Architecture, Fall 2020, Lecture 16a
  - Opportunities & Challenges of Emerging Memory Technologies (ETH Zürich, Fall 2020)
  - [https://www.youtube.com/watch?v=pmLszWGmMGQ&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=29](https://www.youtube.com/watch?v=pmLszWGmMGQ&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=29)

- Computer Architecture, Fall 2020, Guest Lecture
  - In-Memory Computing: Memory Devices & Applications (ETH Zürich, Fall 2020)
  - [https://www.youtube.com/watch?v=wNmqQHiEZNk&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=41](https://www.youtube.com/watch?v=wNmqQHiEZNk&list=PL5Q2soXY2Zi9xidyIgBxUz7xRPS-wisBN&index=41)
A Tutorial on PIM

- Onur Mutlu,
  "Memory-Centric Computing Systems"
  [Slides (pptx) (pdf)]
  [Executive Summary Slides (pptx) (pdf)]
  [Tutorial Video (1 hour 51 minutes)]
  [Executive Summary Video (2 minutes)]
  [Abstract and Bio]
  [Related Keynote Paper from VLSI-DAT 2020]
  [Related Review Paper on Processing in Memory]

https://www.youtube.com/watch?v=H3sEaINPBOE

https://www.youtube.com/onurmutlulectures
Memory-Centric Computing Systems

Onur Mutlu
omutlu@gmail.com
https://people.inf.ethz.ch/omutlu
12 December 2020
IEDM Tutorial

SAFARI
ETH Zürich
Carnegie Mellon

https://www.youtube.com/watch?v=H3sEaINPBOE
https://www.youtube.com/onurmutlulectures
Key Challenge 1: Code Mapping

- **Challenge 1:** Which operations should be executed in memory vs. in CPU?

```c
__global__
void applyScaleFactorsKernel( uint8_T * const out,
    uint8_T const * const in, const double *factor,
    size_t const numRows, size_t const numCols )
{
    // Work out which pixel we are working on.
    const int rowIdx = blockIdx.x * blockDim.x + threadIdx.x;
    const int colIdx = blockIdx.y;
    const int sliceIdx = threadIdx.z;

    // Check this thread isn't off the image
    if( rowIdx >= numRows ) return;

    // Compute the index of my element
    size_t linearIdx = rowIdx + colIdx*numRows +
        sliceIdx*numRows*numCols;
```
**Key Challenge 2: Data Mapping**

- **Challenge 2:** How should data be mapped to different 3D memory stacks?
How to Do the Code and Data Mapping?


[Slides (pptx) (pdf)]
[Lightning Session Slides (pptx) (pdf)]
How to Schedule Code? (I)


Scheduling Techniques for GPU Architectures with Processing-In-Memory Capabilities

Ashutosh Pattnaik\textsuperscript{1} Xulong Tang\textsuperscript{1} Adwait Jog\textsuperscript{2} Onur Kayiran\textsuperscript{3} Asit K. Mishra\textsuperscript{4} Mahmut T. Kandemir\textsuperscript{1} Onur Mutlu\textsuperscript{5,6} Chita R. Das\textsuperscript{1}

\textsuperscript{1}Pennsylvania State University  \textsuperscript{2}College of William and Mary  \textsuperscript{3}Advanced Micro Devices, Inc.  \textsuperscript{4}Intel Labs  \textsuperscript{5}ETH Zürich  \textsuperscript{6}Carnegie Mellon University
How to Schedule Code? (II)

- Milad Hashemi, Khubaib, Eiman Ebrahimi, Onur Mutlu, and Yale N. Patt, "Accelerating Dependent Cache Misses with an Enhanced Memory Controller"
  [Slides (pptx) (pdf)]
  [Lightning Session Slides (pptx) (pdf)]

Accelerating Dependent Cache Misses with an Enhanced Memory Controller

Milad Hashemi*, Khubaib†, Eiman Ebrahimi‡, Onur Mutlu§, Yale N. Patt*

*The University of Texas at Austin  †Apple  ‡NVIDIA  §ETH Zürich & Carnegie Mellon University
Continuous Runahead: Transparent Hardware Acceleration for Memory Intensive Workloads

Milad Hashemi*, Onur Mutlu§, Yale N. Patt*

*The University of Texas at Austin  §ETH Zürich
How to Maintain Coherence? (I)

- Amirali Boroumand, Saugata Ghose, Minesh Patel, Hasan Hassan, Brandon Lucia, Kevin Hsieh, Krishna T. Malladi, Hongzhong Zheng, and Onur Mutlu,

"LazyPIM: An Efficient Cache Coherence Mechanism for Processing-in-Memory"

How to Maintain Coherence? (II)

- Amirali Boroumand, Saugata Ghose, Minesh Patel, Hasan Hassan, Brandon Lucia, Kevin Hsieh, Krishna T. Malladi, Hongzhong Zheng, and Onur Mutlu,

"CoNDA: Efficient Cache Coherence Support for Near-Data Accelerators"

How to Support Synchronization?


[Slides (pptx) (pdf)]
[Short Talk Slides (pptx) (pdf)]
[Talk Video (21 minutes)]
[Short Talk Video (7 minutes)]

**SynCron:** Efficient Synchronization Support for Near-Data-Processing Architectures

Christina Giannoula‡ ‡ Nandita Vijaykumar*‡ Nikela Papadopoulou† Vasileios Karakostas† Ivan Fernandez§‡
Juan Gómez-Luna‡ Lois Orosa‡ Nectarios Koziris† Georgios Goumas† Onur Mutlu‡

†National Technical University of Athens ‡ETH Zürich *University of Toronto §University of Malaga
How to Support Virtual Memory?

Kevin Hsieh, Samira Khan, Nandita Vijaykumar, Kevin K. Chang, Amirali Boroumand, Saugata Ghose, and Onur Mutlu,
"Accelerating Pointer Chasing in 3D-Stacked Memory: Challenges, Mechanisms, Evaluation"
Proceedings of the 34th IEEE International Conference on Computer Design (ICCD), Phoenix, AZ, USA, October 2016.

Accelerating Pointer Chasing in 3D-Stacked Memory: Challenges, Mechanisms, Evaluation

Kevin Hsieh† Samira Khan‡ Nandita Vijaykumar†
Kevin K. Chang† Amirali Boroumand† Saugata Ghose† Onur Mutlu§†
†Carnegie Mellon University ‡University of Virginia §ETH Zürich
How to Design Data Structures for PIM?


Concurrent Data Structures for Near-Memory Computing

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onur.mutlu@inf.ethz.ch
Simulation Infrastructures for PIM

- **Ramulator** extended for PIM
  - Flexible and extensible DRAM simulator
  - Can model many different memory standards and proposals
  - [Source Code for Ramulator-PIM](https://github.com/CMU-SAFARI/ramulator-pim)
  - [Source Code for Ramulator-PIM](https://github.com/CMU-SAFARI/ramulator)
Performance & Energy Models for PIM

- Gagandeep Singh, Juan Gomez-Luna, Giovanni Mariani, Geraldo F. Oliveira, Stefano Corda, Sander Stujik, Onur Mutlu, and Henk Corporaal, "NAPEL: Near-Memory Computing Application Performance Prediction via Ensemble Learning".

Proceedings of the 56th Design Automation Conference (DAC), Las Vegas, NV, USA, June 2019.

[Slides (pptx) (pdf)]
[Poster (pptx) (pdf)]
[Source Code for Ramulator-PIM]

NAPEL: Near-Memory Computing Application Performance Prediction via Ensemble Learning

Gagandeep Singh\textsuperscript{a,c} \quad Juan Gómez-Luna\textsuperscript{b} \quad Giovanni Mariani\textsuperscript{c} \quad Geraldo F. Oliveira\textsuperscript{b}

Stefano Corda\textsuperscript{a,c} \quad Sander Stuijk\textsuperscript{a} \quad Onur Mutlu\textsuperscript{b} \quad Henk Corporaal\textsuperscript{a}

\textsuperscript{a}Eindhoven University of Technology \quad \textsuperscript{b}ETH Zürich \quad \textsuperscript{c}IBM Research - Zurich
DAMOV: A New Methodology and Benchmark Suite for Evaluating Data Movement Bottlenecks

GERALDO F. OLIVEIRA, ETH Zürich, Switzerland
JUAN GÓMEZ-LUNA, ETH Zürich, Switzerland
LOIS OROSA, ETH Zürich, Switzerland
SAUGATA GHOSE, University of Illinois at Urbana–Champaign, USA
NANDITA VIJAYKUMAR, University of Toronto, Canada
IVAN FERNANDEZ, University of Malaga, Spain & ETH Zürich, Switzerland
MOHAMMAD SADROSADATI, Institute for Research in Fundamental Sciences (IPM), Iran & ETH Zürich, Switzerland
ONUR MUTLU, ETH Zürich, Switzerland

Data movement between the CPU and main memory is a first-order obstacle against improving performance, scalability, and energy efficiency in modern systems. Computer systems employ a range of techniques to reduce overheads tied to data movement, spanning from traditional mechanisms (e.g., deep multi-level cache hierarchies, aggressive hardware prefetchers) to emerging techniques such as Near-Data Processing (NDP), where some computation is moved close to memory. Prior NDP works investigate the root causes of data movement bottlenecks using different profiling methodologies and tools. However, there is still a lack of understanding about the key metrics that can identify different data movement bottlenecks and their relation to traditional and emerging data movement mitigation mechanisms. Our goal is to methodically identify potential sources of data movement over a broad set of applications and to comprehensively compare traditional compute-centric data movement mitigation techniques (e.g., caching and prefetching) to more memory-centric techniques (e.g., NDP), thereby developing a rigorous understanding of the best techniques to mitigate each source of data movement.

With this goal in mind, we perform the first large-scale characterization of a wide variety of applications, across a wide range of application domains, to identify fundamental program properties that lead to data movement to/from main memory. We develop the first systematic methodology to classify applications based on the sources contributing to data movement bottlenecks. From our large-scale characterization of 77K functions across 345 applications, we select 144 functions to form the first open-source benchmark suite (DAMOV) for main memory data movement studies. We select a diverse range of functions that (1) represent different types of data movement bottlenecks, and (2) come from a wide range of application domains. Using NDP as a case study, we identify new insights about the different data movement bottlenecks and use these insights to determine the most suitable data movement mitigation mechanism for a particular application. We open-source DAMOV and the complete source code for our new characterization methodology at https://github.com/CMU-SAFARI/DAMOV.
Challenge and Opportunity for Future Computing Architectures with Minimal Data Movement
Fundamentally Energy-Efficient (Data-Centric) Computing Architectures
Challenge and Opportunity for Future

Fundamentally High-Performance (Data-Centric) Computing Architectures
Corollaries: Architectures Today …

- Architectures are **terrible at dealing with data**
  - Designed to mainly store and move data vs. to compute
  - They are **processor-centric** as opposed to **data-centric**

- Architectures are **terrible at taking advantage of vast amounts of data** (and metadata) available to them
  - Designed to make simple decisions, ignoring lots of data
  - They make **human-driven decisions** vs. **data-driven** decisions

- Architectures are **terrible at knowing and exploiting different properties of application data**
  - Designed to treat all data as the same
  - They make **component-aware decisions** vs. **data-aware**
Exploiting Data to Design Intelligent Architectures
System Architecture Design Today

- Human-driven
  - Humans design the policies (how to do things)
- Many (too) simple, short-sighted policies all over the system
- No automatic data-driven policy learning
- (Almost) no learning: cannot take lessons from past actions

Can we design fundamentally intelligent architectures?
An Intelligent Architecture

- Data-driven
  - Machine learns the “best” policies (how to do things)

- Sophisticated, workload-driven, changing, far-sighted policies

- Automatic data-driven policy learning

- All controllers are intelligent data-driven agents

How do we start?
Self-Optimizing Memory Controllers
Memory Controller

How to schedule requests to maximize system performance?
Why are Memory Controllers Difficult to Design?

- Need to obey **DRAM timing constraints** for correctness
  - There are many (50+) timing constraints in DRAM
  - \( t_{WTR} \): Minimum number of cycles to wait before issuing a read command after a write command is issued
  - \( t_{RC} \): Minimum number of cycles between the issuing of two consecutive activate commands to the same bank
  - ...

- Need to **keep track of many resources** to prevent conflicts
  - Channels, banks, ranks, data bus, address bus, row buffers, ...

- Need to handle **DRAM refresh**

- Need to **manage power** consumption

- Need to **optimize performance & QoS** (in the presence of constraints)
  - Reordering is not simple
  - Fairness and QoS needs complicates the scheduling problem
  - ...

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Many Memory Timing Constraints

Many Memory Timing Constraints


![Figure 5. Three Phases of DRAM Access](image)

### Table 2. Timing Constraints (DDR3-1066) [43]

<table>
<thead>
<tr>
<th>Phase</th>
<th>Commands</th>
<th>Name</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>ACT → READ</td>
<td>tRC</td>
<td>15ns</td>
</tr>
<tr>
<td></td>
<td>ACT → WRITE</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>ACT → PRE</td>
<td>tRAS</td>
<td>37.5ns</td>
</tr>
<tr>
<td>2</td>
<td>WRITE → data</td>
<td>tCL</td>
<td>15ns</td>
</tr>
<tr>
<td></td>
<td>WRITE → data</td>
<td>tCWL</td>
<td>11.25ns</td>
</tr>
<tr>
<td></td>
<td>data burst</td>
<td>tBL</td>
<td>7.5ns</td>
</tr>
<tr>
<td>3</td>
<td>PRE → ACT</td>
<td>tRP</td>
<td>15ns</td>
</tr>
<tr>
<td>1 &amp; 3</td>
<td>ACT → ACT</td>
<td>tRC</td>
<td>52.5ns</td>
</tr>
<tr>
<td></td>
<td>(tRAS + tRP)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Memory Controller Design Is Becoming More Difficult

- Heterogeneous agents: CPUs, GPUs, and HWAs
- Main memory interference between CPUs, GPUs, HWAs
- Many timing constraints for various memory types
- Many goals at the same time: performance, fairness, QoS, energy efficiency, ...
Reality and Dream

- Reality: It difficult to design a policy that maximizes performance, QoS, energy-efficiency, ...
  - Too many things to think about
  - Continuously changing workload and system behavior

- Dream: Wouldn’t it be nice if the DRAM controller automatically found a good scheduling policy on its own?
Self-Optimizing DRAM Controllers

- Problem: DRAM controllers are difficult to design
  - It is difficult for human designers to design a policy that can adapt itself very well to different workloads and different system conditions.

- Idea: A memory controller that adapts its scheduling policy to workload behavior and system conditions using machine learning.

- Observation: Reinforcement learning maps nicely to memory control.

- Design: Memory controller is a reinforcement learning agent
  - It dynamically and continuously learns and employs the best scheduling policy to maximize long-term performance.
Self-Optimizing DRAM Controllers

Goal: Learn to choose actions to maximize $r_0 + \gamma r_1 + \gamma^2 r_2 + ... \ (0 \leq \gamma < 1)$

Figure 2: (a) Intelligent agent based on reinforcement learning principles;
Self-Optimizing DRAM Controllers

- Dynamically adapt the memory scheduling policy via interaction with the system at runtime
  - Associate system states and actions (commands) with long term reward values: each action at a given state leads to a learned reward
  - Schedule command with highest estimated long-term reward value in each state
  - Continuously update reward values for \(<\text{state}, \text{action}>\) pairs based on feedback from system
Self-Optimizing DRAM Controllers


Figure 4: High-level overview of an RL-based scheduler.
States, Actions, Rewards

❖ Reward function
- +1 for scheduling Read and Write commands
- 0 at all other times

Goal is to maximize long-term data bus utilization

❖ State attributes
- Number of reads, writes, and load misses in transaction queue
- Number of pending writes and ROB heads waiting for referenced row
- Request’s relative ROB order

❖ Actions
- Activate
- Write
- Read - load miss
- Read - store miss
- Precharge - pending
- Precharge - preemptive
- NOP
Large, robust performance improvements over many human-designed policies
Self Optimizing DRAM Controllers

+ **Continuous learning** in the presence of changing environment

+ **Reduced designer burden** in finding a good scheduling policy. Designer specifies:
  1) What system variables might be useful
  2) What target to optimize, but not how to optimize it

-- How to specify **different objectives**? (e.g., fairness, QoS, ...)

-- **Hardware complexity**?

-- **Design mindset** and flow
More on Self-Optimizing DRAM Controllers

- Engin Ipek, Onur Mutlu, José F. Martínez, and Rich Caruana,
  "Self Optimizing Memory Controllers: A Reinforcement Learning Approach"

Self-Optimizing Memory Controllers: A Reinforcement Learning Approach

Engin İpek$^{1,2}$  Onur Mutlu$^2$  José F. Martínez$^1$  Rich Caruana$^1$

$^1$Cornell University, Ithaca, NY 14850 USA
$^2$ Microsoft Research, Redmond, WA 98052 USA
An Intelligent Architecture

- Data-driven
  - Machine learns the “best” policies (how to do things)

- Sophisticated, workload-driven, changing, far-sighted policies

- Automatic data-driven policy learning

- All controllers are intelligent data-driven agents

**We need to rethink design**
**(of all controllers)**
Challenge and Opportunity for Future

Data-Driven
(Self-Optimizing)
Computing Architectures
Corollaries: Architectures Today …

- Architectures are terrible at dealing with data
  - Designed to mainly store and move data vs. to compute
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- Architectures are terrible at taking advantage of vast amounts of data (and metadata) available to them
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- Architectures are terrible at knowing and exploiting different properties of application data
  - Designed to treat all data as the same
  - They make component-aware decisions vs. data-aware
Data-Aware Architectures

- A data-aware architecture understands what it can do with and to each piece of data.

- It makes use of different properties of data to improve performance, efficiency and other metrics.
  - Compressibility
  - Approximability
  - Locality
  - Sparsity
  - Criticality for Computation
  - Access Semantics
  - ...
One Problem: Limited Expressiveness

Higher-level information is not visible to HW

- Data Structures
- Code Optimizations
- Access Patterns

Software

Hardware

100011111...
101010011...

Instructions
Memory Addresses

Data Type
- Integer
- Float
- Char
A Solution: More Expressive Interfaces

Performance

Software

Functionality

Hardware

ISA

Virtual Memory

Higher-level Program Semantics

Expressive Memory “XMem”
Expressive (Memory) Interfaces


[Slides (pptx) (pdf)] [Lightning Talk Slides (pptx) (pdf)]
[Lightning Talk Video]

A Case for Richer Cross-layer Abstractions: Bridging the Semantic Gap with Expressive Memory

Nandita Vijaykumar†§ Abhilasha Jain† Diptesh Majumdar† Kevin Hsieh† Gennady Pekhimenko‡ Eiman Ebrahimi‡ Nastaran Hajinazar† Phillip B. Gibbons† Onur Mutlu§†

†Carnegie Mellon University ‡University of Toronto §ETH Zürich
†Simon Fraser University
Table 1: Summary of the example memory optimizations that XMem aids.

<table>
<thead>
<tr>
<th>Memory optimization</th>
<th>Example semantics provided by XMem (described in §3.3)</th>
<th>Example Benefits of XMem</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cache management</td>
<td>(i) Distinguishing between data structures or pools of similar data; (ii) Working set size; (iii) Data reuse</td>
<td>Enables: (i) applying different caching policies to different data structures or pools of data; (ii) avoiding cache thrashing by knowing the active working set size; (iii) bypassing/prioritizing data that has no/high reuse. (§5)</td>
</tr>
<tr>
<td>Page placement in DRAM</td>
<td>(i) Distinguishing between data structures; (ii) Access pattern; (iii) Access intensity</td>
<td>Enables page placement at the data structure granularity to (i) isolate data structures that have high row buffer locality and (ii) spread out concurrently-accessed irregular data structures across banks and channels to improve parallelism. (§6)</td>
</tr>
<tr>
<td>Cache/mem compression</td>
<td>(i) Data type: integer, float, char; (ii) Data properties: sparse, pointer, data index</td>
<td>Enables using a different compression algorithm for each data structure based on data type and data properties, e.g., sparse data encodings, FP-specific compression, delta-based compression for pointers [27].</td>
</tr>
<tr>
<td>Data prefetching</td>
<td>(i) Access pattern: strided, irregular, irregular but repeated (e.g., graphs), access stride; (ii) Data type: index, pointer</td>
<td>Enables (i) highly accurate software-driven prefetching while leveraging the benefits of hardware prefetching (e.g., by being memory bandwidth-aware, avoiding cache thrashing); (ii) using different prefetcher types for different data structures: e.g., stride [33], tile-based [20], pattern-based [34–37], data-based for indices/pointers [38,39], etc.</td>
</tr>
<tr>
<td>DRAM cache management</td>
<td>(i) Access intensity; (ii) Data reuse; (iii) Working set size</td>
<td>(i) Helps avoid cache thrashing by knowing working set size [44]; (ii) Better DRAM cache management via reuse behavior and access intensity information.</td>
</tr>
<tr>
<td>Approximation in memory</td>
<td>(i) Distinguishing between pools of similar data; (ii) Data properties: tolerance towards approximation</td>
<td>Enables (i) each memory component to track how approximable data is (at a fine granularity) to inform approximation techniques; (ii) data placement in heterogeneous reliability memories [54].</td>
</tr>
<tr>
<td>Data placement</td>
<td>(i) Data partitioning across threads (i.e., relating data to threads that access it); (ii) Read-Write properties</td>
<td>Reduces the need for profiling or data migration (i) to co-locate data with threads that access it and (ii) to identify Read-Only data, thereby enabling techniques such as replication.</td>
</tr>
<tr>
<td>Hybrid memories</td>
<td>(i) Read-Write properties (Read-Only/Read-Write); (ii) Access intensity; (iii) Data structure size; (iv) Access pattern</td>
<td>Avoids the need for profiling/migration of data in hybrid memories to (i) effectively manage the asymmetric read-write properties in NVM (e.g., placing Read-Only data in the NVM) [16,57]; (ii) make tradeoffs between data structure &quot;hotness&quot; and size to allocate fast/high bandwidth memory [14]; and (iii) leverage row-buffer locality in placement based on access pattern [45].</td>
</tr>
<tr>
<td>Managing NUCA systems</td>
<td>(i) Distinguishing pools of similar data; (ii) Access intensity; (iii) Read-Write or Private-Shared properties</td>
<td>(i) Enables using different cache policies for different data pools (similar to [15]); (ii) Reduces the need for reactive mechanisms that detect sharing and read-write characteristics to inform cache policies.</td>
</tr>
</tbody>
</table>


The Locality Descriptor: A Holistic Cross-Layer Abstraction to Express Data Locality in GPUs

Nandita Vijaykumar†§, Eiman Ebrahimi‡, Kevin Hsieh†, Phillip B. Gibbons†, Onur Mutlu§†

†Carnegie Mellon University ‡NVIDIA §ETH Zürich
An Example: Hybrid Memory Management

Hardware/software manage data allocation and movement to achieve the best of multiple technologies

Yoon+, “Row Buffer Locality Aware Caching Policies for Hybrid Memories,” ICCD 2012 Best Paper Award.
An Example: Heterogeneous-Reliability Memory

- Yixin Luo, Sriram Govindan, Bikash Sharma, Mark Santaniello, Justin Meza, Aman Kansal, Jie Liu, Badriddine Khessib, Kushagra Vaid, and Onur Mutlu, "Characterizing Application Memory Error Vulnerability to Optimize Data Center Cost via Heterogeneous-Reliability Memory" Proceedings of the 44th Annual IEEE/IFIP International Conference on Dependable Systems and Networks (DSN), Atlanta, GA, June 2014. [Summary] [Slides (pptx) (pdf)] [Coverage on ZDNet]
Exploiting Memory Error Tolerance with Hybrid Memory Systems

On Microsoft’s Web Search workload
Reduces server hardware cost by 4.7 %
Achieves single server availability target of 99.90 %

Heterogeneous-Reliability Memory [DSN 2014]
Heterogeneous-Reliability Memory

Step 1: Characterize and classify application memory error tolerance

Step 2: Map application data to the HRM system enabled by SW/HW cooperative solutions

Reliable memory + software recovery (Par+R)
More on Heterogeneous-Reliability Memory

- Yixin Luo, Sriram Govindan, Bikash Sharma, Mark Santaniello, Justin Meza, Aman Kansal, Jie Liu, Badriddine Khessib, Kushagra Vaid, and Onur Mutlu,

"Characterizing Application Memory Error Vulnerability to Optimize Data Center Cost via Heterogeneous-Reliability Memory"

Proceedings of the 44th Annual IEEE/IFIP International Conference on Dependable Systems and Networks (DSN), Atlanta, GA, June 2014. [Summary] [Slides (pptx) (pdf)] [Coverage on ZDNet]
Another Example: EDEN for DNNs

- Deep Neural Network evaluation is very DRAM-intensive (especially for large networks)

1. Some data and layers in DNNs are very tolerant to errors

2. Reduce DRAM latency and voltage on such data and layers

3. While still achieving a user-specified DNN accuracy target by making training DRAM-error-aware

Data-aware management of DRAM latency and voltage for Deep Neural Network Inference
Example DNN Data Type to DRAM Mapping

Mapping example of ResNet-50:

Map more error-tolerant DNN layers to DRAM partitions with lower voltage/latency

4 DRAM partitions with different error rates
EDEN: Data-Aware Efficient DNN Inference

  [Lightning Talk Slides (pptx) (pdf)]
  [Lightning Talk Video (90 seconds)]
SMASH: SW/HW Indexing Acceleration

- Konstantinos Kanellopoulos, Nandita Vijaykumar, Christina Giannoula, Roknoddin Azizi, Skanda Koppula, Nika Mansouri Ghiasi, Taha Shahroodi, Juan Gomez-Luna, and Onur Mutlu,

"SMASH: Co-designing Software Compression and Hardware-Accelerated Indexing for Efficient Sparse Matrix Operations"

Proceedings of the 52nd International Symposium on Microarchitecture (MICRO), Columbus, OH, USA, October 2019.

[Slides (pptx) (pdf)]
[Lightning Talk Slides (pptx) (pdf)]
[Poster (pptx) (pdf)]
[Lightning Talk Video (90 seconds)]
[Full Talk Lecture (30 minutes)]

SMASH: Co-designing Software Compression and Hardware-Accelerated Indexing for Efficient Sparse Matrix Operations

Konstantinos Kanellopoulos\(^1\)  Nandita Vijaykumar\(^2,1\)  Christina Giannoula\(^1,3\)  Roknoddin Azizi\(^1\)  Skanda Koppula\(^1\)  Nika Mansouri Ghiasi\(^1\)  Taha Shahroodi\(^1\)  Juan Gomez Luna\(^1\)  Onur Mutlu\(^1,2\)

\(^1\)ETH Zürich  \(^2\)Carnegie Mellon University  \(^3\)National Technical University of Athens
Nastaran Hajinazar, Pratyush Patel, Minesh Patel, Konstantinos Kanellopoulos, Saugata Ghose, Rachata Ausavarungrunrung, Geraldo Francisco de Oliveira Jr., Jonathan Appavoo, Vivek Seshadri, and Onur Mutlu,

"The Virtual Block Interface: A Flexible Alternative to the Conventional Virtual Memory Framework"


[Slides (pptx) (pdf)]
[Lightning Talk Slides (pptx) (pdf)]
[ARM Research Summit Poster (pptx) (pdf)]
[Talk Video (26 minutes)]
[Lightning Talk Video (3 minutes)]
[Lecture Video (43 minutes)]
Challenge and Opportunity for Future

Data-Aware
(Expressive)
Computing Architectures
Concluding Remarks
Recap: Corollaries: Architectures Today

- **Architectures are terrible at dealing with data**
  - Designed to mainly store and move data vs. to compute
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- **Architectures are terrible at taking advantage of vast amounts of data** (and metadata) available to them
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- **Architectures are terrible at knowing and exploiting different properties of application data**
  - Designed to treat all data as the same
  - They make component-aware decisions vs. data-aware
Concluding Remarks

- It is time to design *principled system architectures* to solve the *data handling* (i.e., memory/storage) problem

- Design complete systems to be truly balanced, high-performance, and energy-efficient $\rightarrow$ *intelligent architectures*
  - *Data-centric, data-driven, data-aware*

- Enable computation capability inside and close to memory

- This can
  - Lead to *orders-of-magnitude* improvements
  - Enable new applications & computing platforms
  - Enable better understanding of nature
  - ...

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Architectures for Intelligent Machines

Data-centric

Data-driven

Data-aware
We Need to Revisit the Entire Stack

We can get there step by step
We Need to Exploit Good Principles

- Data-centric system design
- All components intelligent
- Better cross-layer communication, better interfaces
- Better-than-worst-case design
- Heterogeneity
- Flexibility, adaptability

Open minds
PIM Review and Open Problems

A Modern Primer on Processing in Memory

Onur Mutlu\textsuperscript{a,b}, Saugata Ghose\textsuperscript{b,c}, Juan Gómez-Luna\textsuperscript{a}, Rachata Ausavarungnirun\textsuperscript{d}

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\textsuperscript{c}University of Illinois at Urbana-Champaign
\textsuperscript{d}King Mongkut’s University of Technology North Bangkok


PIM Review and Open Problems (II)

A Workload and Programming Ease Driven Perspective of Processing-in-Memory

Saugata Ghose† Amirali Boroumand† Jeremie S. Kim†§ Juan Gómez-Luna§ Onur Mutlu§†

†Carnegie Mellon University §ETH Zürich


A Longer Version of This Talk

Onur Mutlu,
"Memory-Centric Computing Systems"
[Slides (pptx) (pdf)]
[Executive Summary Slides (pptx) (pdf)]
[Tutorial Video (1 hour 51 minutes)]
[Executive Summary Video (2 minutes)]
[Abstract and Bio]
[Related Keynote Paper from VLSI-DAT 2020]
[Related Review Paper on Processing in Memory]

https://www.youtube.com/watch?v=H3sEaINPBOE

https://www.youtube.com/onurmutlulectures
A Tutorial on PIM

Onur Mutlu,
"Memory-Centric Computing Systems"

Slides (pptx) (pdf)
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https://www.youtube.com/watch?v=H3sEaINPBOE
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- NIH
- GSRC
- SRC
- CyLab
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- **My collaborators**
  - Can Alkan, Chita Das, Phil Gibbons, Sriram Govindan, Norm Jouppi, Mahmut Kandemir, Mike Kozuch, Konrad Lai, Ken Mai, Todd Mowry, Yale Patt, Moinuddin Qureshi, Partha Ranganathan, Bikash Sharma, Kushagra Vaid, Chris Wilkerson, ...
Acknowledgments

Think BIG, Aim HIGH!

https://safari.ethz.ch
Onur Mutlu’s SAFARI Research Group

Computer architecture, HW/SW, systems, bioinformatics, security, memory

https://safari.ethz.ch/safari-newsletter-january-2021/

Think BIG, Aim HIGH!

https://safari.ethz.ch
Dear SAFARI friends,

2019 and the first three months of 2020 have been very positive eventful times for SAFARI.
Dear SAFARI friends,

Happy New Year! We are excited to share our group highlights with you in this second edition of the SAFARI newsletter (You can find the first edition from April 2020 here). 2020 has...
Referenced Papers, Talks, Artifacts

- All are available at

  https://people.inf.ethz.ch/omutlu/projects.htm

  http://scholar.google.com/citations?user=7XyGUGkAAAAJ&hl=en

  https://www.youtube.com/onurmutlulectures

  https://github.com/CMU-SAFARI/
Intelligent Architectures for Intelligent Machines

Onur Mutlu
omutlu@gmail.com
https://people.inf.ethz.ch/omutlu

3 May 2021
TU Vienna MiM (Mondays in Memory) Webinar
Backup Slides
A Quote from A Famous Architect

“architecture [...] based upon principle, and not upon precedent”
Precedent-Based Design?

- “architecture [...] based upon principle, and not upon precedent”
Principled Design

“architecture [...] based upon principle, and not upon precedent”
The Overarching Principle

Organic architecture

From Wikipedia, the free encyclopedia

**Organic architecture** is a philosophy of architecture which promotes harmony between human habitation and the natural world through design approaches so sympathetic and well integrated with its site, that buildings, furnishings, and surroundings become part of a unified, interrelated composition.

A well-known example of organic architecture is **Fallingwater**, the residence Frank Lloyd Wright designed for the Kaufmann family in rural Pennsylvania. Wright had many choices to locate a home on this large site, but chose to place the home directly over the waterfall and creek creating a close, yet noisy dialog with the rushing water and the steep site. The horizontal striations of stone masonry with daring **cantilevers** of colored beige concrete blend with native rock outcroppings and the wooded environment.
Another Example: Precedent-Based Design

Source: http://cookiemagik.deviantart.com/art/Train-station-207266944
Principled Design
Another Principled Design

Source: http://www.arcspace.com/exhibitions/unsorted/santiago-calatrava/
Another Principled Design
Principle Applied to Another Structure


Source: By 准建築人手札網站 Forgemind ArchiMedia - Flickr: IMG_2489.jpg, CC BY 2.0, https://commons.wikimedia.org/w/index.php?curid=31493356
The Overarching Principle

Zoomorphic architecture

From Wikipedia, the free encyclopedia

Zoomorphic architecture is the practice of using animal forms as the inspirational basis and blueprint for architectural design. "While animal forms have always played a role adding some of the deepest layers of meaning in architecture, it is now becoming evident that a new strand of biomorphism is emerging where the meaning derives not from any specific representation but from a more general allusion to biological processes."[1]

Some well-known examples of Zoomorphic architecture can be found in the TWA Flight Center building in New York City, by Eero Saarinen, or the Milwaukee Art Museum by Santiago Calatrava, both inspired by the form of a bird’s wings.[3]
Overarching Principles for Computing?
Readings, Videos, Reference Materials
A Bit About Myself

Onur Mutlu

- Full Professor @ ETH Zurich, since September 2015
- Strecker Professor @ Carnegie Mellon University ECE/CS, 2009-2016, 2016-...
- PhD from UT-Austin, worked at Google, VMware, Microsoft Research, Intel, AMD
- [https://people.inf.ethz.ch/omutlu/](https://people.inf.ethz.ch/omutlu/)
- [omutlu@gmail.com](mailto:omutlu@gmail.com) (Best way to reach me)
- [https://people.inf.ethz.ch/omutlu/projects.htm](https://people.inf.ethz.ch/omutlu/projects.htm)

Research and Teaching in:

- Computer architecture, computer systems, hardware security, bioinformatics
- Memory and storage systems
- Hardware security, safety, predictability
- Fault tolerance
- Hardware/software cooperation
- Architectures for bioinformatics, health, medicine
- ...
Current Research Mission

Computer architecture, HW/SW, systems, bioinformatics, security

Heterogeneous Processors and Accelerators

Hybrid Main Memory

Persistent Memory/Storage

Graphics and Vision Processing

Build fundamentally better architectures
Four Key Current Directions

- Fundamentally **Secure/Reliable/Safe** Architectures

- Fundamentally **Energy-Efficient** Architectures
  - **Memory-centric** (Data-centric) Architectures

- Fundamentally **Low-Latency and Predictable** Architectures

- Architectures for **AI/ML, Genomics, Medicine, Health**
The Transformation Hierarchy

Computer Architecture (expanded view)

Problem
Algorithm
Program/Language
System Software
SW/HW Interface
Micro-architecture
Logic
Devices
Electrons

Computer Architecture (narrow view)
Axiom

To achieve the highest energy efficiency and performance:

we must take the expanded view of computer architecture

Co-design across the hierarchy: Algorithms to devices

Specialize as much as possible within the design goals
Current Research Mission & Major Topics

Build fundamentally better architectures

- Data-centric arch. for low energy & high perf.
  - Proc. in Mem/DRAM, NVM, unified mem/storage
- Low-latency & predictable architectures
  - Low-latency, low-energy yet low-cost memory
  - QoS-aware and predictable memory systems
- Fundamentally secure/reliable/safe arch.
  - Tolerating all bit flips; patchable HW; secure mem
- Architectures for ML/AI/Genomics/Graph/Med
  - Algorithm/arch./logic co-design; full heterogeneity
- Data-driven and data-aware architectures
  - ML/AI-driven architectural controllers and design
  - Expressive memory and expressive systems
Related Overview Talks

- Future Computing Architectures
  - [https://www.youtube.com/watch?v=kgiZISOcGFM&list=PL5Q2soXY2Zi8D_5MGV6EnXEJHnV2YFBJl&index=1](https://www.youtube.com/watch?v=kgiZISOcGFM&list=PL5Q2soXY2Zi8D_5MGV6EnXEJHnV2YFBJl&index=1)

- Enabling In-Memory Computation
  - [https://www.youtube.com/watch?v=njX_14584Jw&list=PL5Q2soXY2Zi8D_5MGV6EnXEJHnV2YFBJl&index=16](https://www.youtube.com/watch?v=njX_14584Jw&list=PL5Q2soXY2Zi8D_5MGV6EnXEJHnV2YFBJl&index=16)

- Accelerating Genome Analysis
  - [https://www.youtube.com/watch?v=hPnSmfwu2-A&list=PL5Q2soXY2Zi8D_5MGV6EnXEJHnV2YFBJl&index=9](https://www.youtube.com/watch?v=hPnSmfwu2-A&list=PL5Q2soXY2Zi8D_5MGV6EnXEJHnV2YFBJl&index=9)

- Rethinking Memory System Design
  - [https://www.youtube.com/watch?v=F7xZLNMIY1E&list=PL5Q2soXY2Zi8D_5MGV6EnXEJHnV2YFBJl&index=3](https://www.youtube.com/watch?v=F7xZLNMIY1E&list=PL5Q2soXY2Zi8D_5MGV6EnXEJHnV2YFBJl&index=3)

- Intelligent Architectures for Intelligent Machines
  - [https://www.youtube.com/watch?v=n8Aj_A0WSq8&list=PL5Q2soXY2Zi8D_5MGV6EnXEJHnV2YFBJl&index=22](https://www.youtube.com/watch?v=n8Aj_A0WSq8&list=PL5Q2soXY2Zi8D_5MGV6EnXEJHnV2YFBJl&index=22)

- Revisiting RowHammer
  - [https://www.youtube.com/watch?v=B58YT9hZM4g&list=PL5Q2soXY2Zi8D_5MGV6EnXEJHnV2YFBJl&index=25](https://www.youtube.com/watch?v=B58YT9hZM4g&list=PL5Q2soXY2Zi8D_5MGV6EnXEJHnV2YFBJl&index=25)
Accelerated Memory Course (~6.5 hours)

- **ACACES 2018**
  - Memory Systems and Memory-Centric Computing Systems
  - Taught by Onur Mutlu July 9-13, 2018
  - ~6.5 hours of lectures

- **Website for the Course including Videos, Slides, Papers**
  - [https://www.youtube.com/playlist?list=PL5Q2soXY2Zi-HXxomthrpDpMJM05P6J9x](https://www.youtube.com/playlist?list=PL5Q2soXY2Zi-HXxomthrpDpMJM05P6J9x)

- **All Papers are at:**
  - [https://people.inf.ethz.ch/omutlu/projects.htm](https://people.inf.ethz.ch/omutlu/projects.htm)
  - Final lecture notes and readings (for all topics)
Longer Memory Course (~18 hours)

- **TU Wien 2019**
  - Memory Systems and Memory-Centric Computing Systems
  - Taught by Onur Mutlu June 12-19, 2019
  - ~18 hours of lectures

- **Website for the Course including Videos, Slides, Papers**
  - [https://www.youtube.com/playlist?list=PL5Q2soXY2Zi_gntM55VoMIKlw7YrXOhbl](https://www.youtube.com/playlist?list=PL5Q2soXY2Zi_gntM55VoMIKlw7YrXOhbl)

- **All Papers are at:**
  - [https://people.inf.ethz.ch/omutlu/projects.htm](https://people.inf.ethz.ch/omutlu/projects.htm)
  - Final lecture notes and readings (for all topics)
An Interview on Research and Education

- Computing Research and Education (@ ISCA 2019)
  - https://www.youtube.com/watch?v=8ffSEKZhmvvo&list=PL5Q2soXY2Zi_4oP9LdL3cc8G6NIjD2Ydz

- Maurice Wilkes Award Speech (10 minutes)
  - https://www.youtube.com/watch?v=tcQ3zZ3JpuA&list=PL5Q2soXY2Zi8D_5MGV6EnXEJHnV2YFBJl&index=15
More Thoughts and Suggestions

- Onur Mutlu, 
  "Some Reflections (on DRAM)"
  Award Speech for ACM SIGARCH Maurice Wilkes Award, at the ISCA Awards Ceremony, Phoenix, AZ, USA, 25 June 2019.
  [Slides (pptx) (pdf)]
  [Video of Award Acceptance Speech (Youtube; 10 minutes) (Youku; 13 minutes)]
  [Video of Interview after Award Acceptance (Youtube; 1 hour 6 minutes) (Youku; 1 hour 6 minutes)]
  [News Article on "ACM SIGARCH Maurice Wilkes Award goes to Prof. Onur Mutlu"]

- Onur Mutlu, 
  "How to Build an Impactful Research Group"
  57th Design Automation Conference Early Career Workshop (DAC), Virtual, 19 July 2020.
  [Slides (pptx) (pdf)]
Processing Data Where It Makes Sense: Enabling In-Memory Computation

Onur Mutlu\textsuperscript{a,b}, Saugata Ghose\textsuperscript{b}, Juan Gómez-Luna\textsuperscript{a}, Rachata Ausavarungnirun\textsuperscript{b,c}

\textsuperscript{a}ETH Zürich
\textsuperscript{b}Carnegie Mellon University
\textsuperscript{c}King Mongkut’s University of Technology North Bangkok

Onur Mutlu, Saugata Ghose, Juan Gomez-Luna, and Rachata Ausavarungnirun, "Processing Data Where It Makes Sense: Enabling In-Memory Computation"
[arXiv version]

A Workload and Programming Ease Driven Perspective of Processing-in-Memory

Saugata Ghose† Amirali Boroumand† Jeremie S. Kim†§ Juan Gómez-Luna§ Onur Mutlu§†

†Carnegie Mellon University §ETH Zürich

Saugata Ghose, Amirali Boroumand, Jeremie S. Kim, Juan Gomez-Luna, and Onur Mutlu, "Processing-in-Memory: A Workload-Driven Perspective"


[Preliminary arXiv version]

Enabling the Adoption of Processing-in-Memory: Challenges, Mechanisms, Future Research Directions

SAUGATA GHOSE, KEVIN HSIEH, AMIRALI BOROUMAND, RACHATA AUSAVARUNGNIRUN
Carnegie Mellon University

ONUR MUTLU
ETH Zürich and Carnegie Mellon University


Onur Mutlu and Lavanya Subramanian,
"Research Problems and Opportunities in Memory Systems"

Invited Article in Supercomputing Frontiers and Innovations (SUPERFRI), 2014/2015.

Research Problems and Opportunities in Memory Systems

Onur Mutlu¹, Lavanya Subramanian¹

Onur Mutlu,
"The RowHammer Problem and Other Issues We May Face as Memory Becomes Denser"
[Slides (pptx) (pdf)]

The RowHammer Problem
and Other Issues We May Face as Memory Becomes Denser

Onur Mutlu
ETH Zürich
onur.mutlu@inf.ethz.ch
https://people.inf.ethz.ch/omutlu

Onur Mutlu,
"Memory Scaling: A Systems Architecture Perspective"
Technical talk at MemCon 2013 (MEMCON), Santa Clara, CA, August 2013. [Slides (pptx) (pdf)] [Video] [Coverage on StorageSearch]

Error Characterization, Mitigation, and Recovery in Flash-Memory-Based Solid-State Drives

This paper reviews the most recent advances in solid-state drive (SSD) error characterization, mitigation, and data recovery techniques to improve both SSD’s reliability and lifetime.

By Yu Cai, Saugata Ghose, Erich F. Haratsch, Yixin Luo, and Onur Mutlu

https://arxiv.org/pdf/1706.08642
Onur Mutlu and Jeremie Kim,
"RowHammer: A Retrospective"
[Preliminary arXiv version]
Related Videos and Course Materials (I)

- Parallel Computer Architecture Course Materials (Lecture Videos)
Related Videos and Course Materials (II)

- Seminar in Computer Architecture Course Lecture Videos (Spring 2020, Fall 2019, Spring 2019, 2018)
- Seminar in Computer Architecture Course Materials (Spring 2020, Fall 2019, Spring 2019, 2018)
- Memory Systems Course Lecture Videos (Sept 2019, July 2019, June 2019, October 2018)
- Memory Systems Short Course Lecture Materials (Sept 2019, July 2019, June 2019, October 2018)
- ACACES Summer School Memory Systems Course Lecture Videos (2018, 2013)
- ACACES Summer School Memory Systems Course Materials (2018, 2013)
Some Open Source Tools (I)

- **Rowhammer – Program to Induce RowHammer Errors**
  - [https://github.com/CMU-SAFA/rowhammer](https://github.com/CMU-SAFA/rowhammer)

- **Ramulator – Fast and Extensible DRAM Simulator**
  - [https://github.com/CMU-SAFA/ramulator](https://github.com/CMU-SAFA/ramulator)

- **MemSim – Simple Memory Simulator**
  - [https://github.com/CMU-SAFA/memsim](https://github.com/CMU-SAFA/memsim)

- **NOCulator – Flexible Network-on-Chip Simulator**
  - [https://github.com/CMU-SAFA/NOCulator](https://github.com/CMU-SAFA/NOCulator)

- **SoftMC – FPGA-Based DRAM Testing Infrastructure**
  - [https://github.com/CMU-SAFA/SoftMC](https://github.com/CMU-SAFA/SoftMC)

- **Other open-source software from my group**
  - [https://github.com/CMU-SAFA/](https://github.com/CMU-SAFA/)
  - [http://www.ece.cmu.edu/~safari/tools.html](http://www.ece.cmu.edu/~safari/tools.html)
Some Open Source Tools (II)

- MQSim – A Fast Modern SSD Simulator
  - https://github.com/CMU-SAFARI/MQSim
- Mosaic – GPU Simulator Supporting Concurrent Applications
  - https://github.com/CMU-SAFARI/Mosaic
- IMPICA – Processing in 3D-Stacked Memory Simulator
  - https://github.com/CMU-SAFARI/IMPICA
- SMLA – Detailed 3D-Stacked Memory Simulator
  - https://github.com/CMU-SAFARI/SMLA
- HWASim – Simulator for Heterogeneous CPU-HWA Systems
  - https://github.com/CMU-SAFARI/HWASim
- Other open-source software from my group
  - https://github.com/CMU-SAFARI/
  - http://www.ece.cmu.edu/~safari/tools.html
More Open Source Tools (III)

- A lot more open-source software from my group
  - [https://github.com/CMU-SAFARI/](https://github.com/CMU-SAFARI/)
  - [http://www.ece.cmu.edu/~safari/tools.html](http://www.ece.cmu.edu/~safari/tools.html)
ramulator-pim
A fast and flexible simulation infrastructure for exploring general-purpose processing-in-memory (PIM) architectures. Ramulator-PIM combines a widely-used simulator for out-of-order and in-order processors (ZSim) with Ramulator, a DRAM simulator with memory models for DDRx, LPDDRx, GDDRx, WIOx, HBMx, and HMCx. Ramulator is described in the IEEE ...
- C++  ⭕ MIT  ⭐ 6  ⭐ 0  Updated on Apr 13

SMASH
SMASH is a hardware-software cooperative mechanism that enables highly-efficient indexing and storage of sparse matrices. The key idea of SMASH is to compress sparse matrices with a hierarchical bitmap compression format that can be accelerated from hardware. Described by Kanellopoulos et al. (MICRO ’19)
https://people.inf.ethz.ch/omutlu/pub/SMA...
- C  ⭕ 1  ⭐ 6  ⭐ 0  Updated on May 17

MQSim
MQSim is a fast and accurate simulator modeling the performance of modern multi-queue (MQ) SSDs as well as traditional SATA based SSDs. MQSim faithfully models new high-bandwidth protocol implementations, steady-state SSD conditions, and the full end-to-end latency of requests in modern SSDs. It is described in detail in the FAST 2018 paper by A...
- C++  ⭕ MIT  ⭐ 54  ⭐ 10  ⭐ 1  Updated on May 15

Apollo
Apollo is an assembly polishing algorithm that attempts to correct the errors in an assembly. It can take multiple set of reads in a single run and polish the assemblies of genomes of any size. Described in the Bioinformatics journal paper (2020) by Firtina et al. at https://people.inf.ethz.ch/omutlu/pub/apollo-technology-independent-genome-asse...
- C++  ⭕ GPL-3.0  ⭐ 12  ⭐ 0  ⭐ 0  Updated on May 10

ramulator
A Fast and Extensible DRAM Simulator, with built-in support for modeling many different DRAM technologies including DDRx, LPDDRx, GDDRx, WIOx, HBMx, and various academic proposals. Described in the IEEE CAL 2015 paper by Kim et al. at http://users.ece.cmu.edu/~omutlu/pub/ramulator_dram_simulator-ieee-cal15.pdf
- C++  ⭕ MIT  ⭐ 93  ⭐ 170  ⭐ 37  ⭐ 2  Updated on Apr 13

Shifted-Hamming-Distance
- C  ⭕ GPL-2.0  ⭐ 5  ⭐ 20  ⭐ 0  ⭐ 1  Updated on Mar 29

SneakySnake
The first and the only pre-alignment filtering algorithm that works on all modern high-performance computing architectures. It works efficiently and fast on CPU, FPGA, and GPU architectures and that greatly (by more than two orders of magnitude) expedites sequence alignment calculation. Described by Alser et al. (preliminary version at https://a...
- VHDL  ⭕ GPL-3.0  ⭐ 3  ⭐ 11  ⭐ 0  ⭐ 0  Updated on Mar 10

AirLift
AirLift is a tool that updates mapped reads from one reference genome to another. Unlike existing tools, it accounts for regions not shared between the two reference genomes and enables remapping across all parts of the references. Described by Kim et al. (preliminary version at http://arxiv.org/abs/1912.08735)
- C  ⭐ 0  ⭐ 3  ⭐ 0  ⭐ 0  Updated on Feb 19

GPGPUSim-Ramulator
The source code for GPGPUSim+Ramulator simulator. In this version, GPGPUSim uses Ramulator to simulate the DRAM. This simulator is used to produce some of the...
Referenced Papers and Talks

- All are available at

https://people.inf.ethz.ch/omutlu/projects.htm

http://scholar.google.com/citations?user=7XyGUGkAAAAJ&hl=en

https://www.youtube.com/onurmutlulectures
An Interview on Research and Education

- Computing Research and Education (@ ISCA 2019)
  - https://www.youtube.com/watch?v=8ffSEKZhmvo&list=PL5Q2soXY2Zi_4oP9LdL3cc8G6NIjD2Ydz

- Maurice Wilkes Award Speech (10 minutes)
  - https://www.youtube.com/watch?v=tcQ3zZ3JpuA&list=PL5Q2soXY2Zi8D_5MGV6EnXEJHnV2YFBJl&index=15
Low-Latency Memory
Saugata Ghose, Tianshi Li, Nastaran Hajinazar, Damla Senol Cali, and Onur Mutlu,
"Demystifying Workload–DRAM Interactions: An Experimental Study"
[Preliminary arXiv Version]
[Abstract]
[Slides (pptx) (pdf)]
Why Study Workload–DRAM Interactions?

- Manufacturers are developing many new types of DRAM
  - DRAM limits performance, energy improvements: new types may overcome some limitations
  - Memory systems now serve a very diverse set of applications: can no longer take a one-size-fits-all approach

- So which DRAM type works best with which application?
  - Difficult to understand intuitively due to the complexity of the interaction
  - Can’t be tested methodically on real systems: new type needs a new CPU

- We perform a wide-ranging experimental study to uncover the combined behavior of workloads and DRAM types
  - 115 prevalent/emerging applications and multiprogrammed workloads
  - 9 modern DRAM types: DDR3, DDR4, GDDR5, HBM, HMC, LPDDR3, LPDDR4, Wide I/O, Wide I/O 2
<table>
<thead>
<tr>
<th>DRAM Type</th>
<th>Banks per Rank</th>
<th>Bank Groups</th>
<th>3D-Stacked</th>
<th>Low-Power</th>
</tr>
</thead>
<tbody>
<tr>
<td>DDR3</td>
<td>8</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DDR4</td>
<td>16</td>
<td>✓</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>GDDR5</td>
<td>16</td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td>HBM</td>
<td>16</td>
<td>✓</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>HMC</td>
<td>256</td>
<td></td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>Wide I/O</td>
<td>4</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Wide I/O 2</td>
<td>8</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>LPDDR3</td>
<td>8</td>
<td></td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>LPDDR4</td>
<td>16</td>
<td></td>
<td>✓</td>
<td></td>
</tr>
</tbody>
</table>

- **Bank groups**
  - Bank Group
  - Memory channel

- **3D-stacked DRAM**
  - High bandwidth with Through-Silicon Vias (TSVs)
  - narrower rows, higher latency
  - increased latency
  - increased area/power
  - dedicated Logic Layer
4. Need for Lower Access Latency: Performance

- New DRAM types often increase access latency in order to provide more banks, higher throughput.
- Many applications can’t make up for the increased latency.
  - Especially true of common OS routines (e.g., file I/O, process forking).

![Graph showing speedup comparison between DDR4, GDDR5, HBM, and HMC for various benchmarks.](image)

- A variety of desktop/scientific, server/cloud, GPGPU applications.
- Several applications don’t benefit from more parallelism.
1. DRAM latency remains a critical bottleneck for many applications

2. Bank parallelism is not fully utilized by a wide variety of applications

3. Spatial locality continues to provide significant performance benefits if it is exploited by the memory subsystem

4. For some classes of applications, low-power memory can provide energy savings without sacrificing significant performance
Conclusion

- Manufacturers are developing many new types of DRAM
  - DRAM limits performance, energy improvements: new types may overcome some limitations
  - Memory systems now serve a very diverse set of applications: can no longer take a one-size-fits-all approach
  - Difficult to intuitively determine which DRAM–workload pair works best

- We perform a wide-ranging experimental study to uncover the combined behavior of workloads, DRAM types
  - 115 prevalent/emerging applications and multiprogrammed workloads
  - 9 modern DRAM types

- 12 key observations on DRAM–workload behavior

Open-source tools: https://github.com/CMU-SAFARI/ramulator

Full paper: https://arxiv.org/pdf/1902.07609
The Memory Latency Problem

- High memory latency is a significant limiter of system performance and energy-efficiency.

- It is becoming increasingly so with higher memory contention in multi-core and heterogeneous architectures.
  - Exacerbating the bandwidth need
  - Exacerbating the QoS problem

- It increases processor design complexity due to the mechanisms incorporated to tolerate memory latency.
Retrospective: Conventional Latency Tolerance Techniques

- **Caching** [initially by Wilkes, 1965]
  - Widely used, simple, effective, but inefficient, passive
  - Not all applications/phases exhibit temporal or spatial locality

- **Prefetching** [initially in IBM 360/91, 1967]
  - Works well for regular memory access patterns
  - Prefetching irregular access patterns is difficult, inaccurate, and hardware-intensive

- **Multithreading** [initially in CDC 6600, 1964]
  - Works well if there are multiple threads
  - Improving single thread performance using multithreading hardware is an ongoing research effort

- **Out-of-order execution** [initially by Tomasulo, 1967]
  - Tolerates cache misses that cannot be prefetched
  - Requires extensive hardware resources for tolerating long latencies

None of These Fundamentally Reduce Memory Latency
Two Major Sources of Latency Inefficiency

- Modern DRAM is **not** designed for low latency
  - Main focus is cost-per-bit (capacity)

- Modern DRAM latency is determined by **worst case** conditions and **worst case** devices
  - Much of memory latency is unnecessary

**Our Goal:** Reduce Memory Latency at the Source of the Problem
Why is Memory Latency High?

- **DRAM latency**: Delay as specified in DRAM standards
  - Doesn’t reflect true DRAM device latency
- Imperfect manufacturing process → latency variation
- **High standard latency** chosen to increase yield

![Diagram showing DRAM latency variation](image)
Adaptive-Latency DRAM

• **Key idea**
  – Optimize DRAM timing parameters online

• **Two components**
  – DRAM manufacturer provides multiple sets of reliable DRAM timing parameters at different temperatures for each DIMM
  – System monitors DRAM temperature & uses appropriate DRAM timing parameters

Infrastructures to Understand Such Issues

SoftMC: Open Source DRAM Infrastructure


- Flexible
- Easy to Use (C++ API)
- Open-source

github.com/CMU-SAFARI/SoftMC
SoftMC

- https://github.com/CMU-SAFARI/SoftMC

SoftMC: A Flexible and Practical Open-Source Infrastructure for Enabling Experimental DRAM Studies

Hasan Hassan$^{1,2,3}$, Nandita Vijaykumar$^3$, Samira Khan$^{4,3}$, Saugata Ghose$^3$, Kevin Chang$^3$
Gennady Pekhimenko$^{5,3}$, Donghyuk Lee$^{6,3}$, Oguz Ergin$^2$, Onur Mutlu$^{1,3}$

$^1$ETH Zürich  $^2$TOBB University of Economics & Technology  $^3$Carnegie Mellon University
$^4$University of Virginia  $^5$Microsoft Research  $^6$NVIDIA Research
Latency Reduction Summary of 115 DIMMs

• *Latency reduction for read & write (55°C)*
  – Read Latency: **32.7%**
  – Write Latency: **55.1%**

• *Latency reduction for each timing parameter (55°C)*
  – Sensing: **17.3%**
  – Restore: **37.3%** (read), **54.8%** (write)
  – Precharge: **35.2%**

AL-DRAM: Real-System Performance

Performance Improvement

- soplex
- mcf
- milc
- libq
- lbm
- gems
- copy
- s.cluster
- gups

Average Improvement

- non-intensive: 2.9%
- intensive: 14.0%
- all-35-workload: 10.4%

AL-DRAM provides high performance on memory-intensive workloads
Reducing Latency Also Reduces Energy

- AL-DRAM reduces DRAM power consumption
- Major reason: reduction in row activation time
More on Adaptive-Latency DRAM

- Donghyuk Lee, Yoongu Kim, Gennady Pekhimenko, Samira Khan, Vivek Seshadri, Kevin Chang, and Onur Mutlu, "Adaptive-Latency DRAM: Optimizing DRAM Timing for the Common-Case"

[Slides (pptx) (pdf)] [Full data sets]

Adaptive-Latency DRAM: Optimizing DRAM Timing for the Common-Case

Donghyuk Lee      Yoongu Kim      Gennady Pekhimenko
Samira Khan       Vivek Seshadri   Kevin Chang     Onur Mutlu
Carnegie Mellon University
Tackling the Fixed Latency Mindset

- Reliable operation latency is actually very heterogeneous
  - Across temperatures, chips, parts of a chip, voltage levels, ...

- Idea: Dynamically find out and use the lowest latency one can reliably access a memory location with
  - Adaptive-Latency DRAM [HPCA 2015]
  - Flexible-Latency DRAM [SIGMETRICS 2016]
  - Design-Induced Variation-Aware DRAM [SIGMETRICS 2017]
  - Voltron [SIGMETRICS 2017]
  - DRAM Latency PUF [HPCA 2018]
  - DRAM Latency True Random Number Generator [HPCA 2019]
  - ...

- We would like to find sources of latency heterogeneity and exploit them to minimize latency (or create other benefits)
Analysis of Latency Variation in DRAM Chips

Kevin Chang, Abhijith Kashyap, Hasan Hassan, Samira Khan, Kevin Hsieh, Donghyuk Lee, Saugata Ghose, Gennady Pekhimenko, Tianshi Li, and Onur Mutlu,
"Understanding Latency Variation in Modern DRAM Chips: Experimental Characterization, Analysis, and Optimization"
[Slides (pptx) (pdf)]
[Source Code]

Understanding Latency Variation in Modern DRAM Chips: Experimental Characterization, Analysis, and Optimization

Kevin K. Chang¹ Abhijith Kashyap¹ Hasan Hassan¹,²
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Design-Induced Latency Variation in DRAM

Donghyuk Lee, Samira Khan, Lavanya Subramanian, Saugata Ghose, Rachata Ausavarungnirun, Gennady Pekhimenko, Vivek Seshadri, and Onur Mutlu,
"Design-Induced Latency Variation in Modern DRAM Chips: Characterization, Analysis, and Latency Reduction Mechanisms"

Design-Induced Latency Variation in Modern DRAM Chips: Characterization, Analysis, and Latency Reduction Mechanisms

Donghyuk Lee, NVIDIA and Carnegie Mellon University
Samira Khan, University of Virginia
Lavanya Subramanian, Saugata Ghose, Rachata Ausavarungnirun, Carnegie Mellon University
Gennady Pekhimenko, Vivek Seshadri, Microsoft Research
Onur Mutlu, ETH Zürich and Carnegie Mellon University
Solar-DRAM: Exploiting Spatial Variation


Solar-DRAM: Reducing DRAM Access Latency by Exploiting the Variation in Local Bitlines

Jeremie S. Kim†§ Minesh Patel§ Hasan Hassan§ Onur Mutlu§†
†Carnegie Mellon University §ETH Zürich
In-DRAM Physical Unclonable Functions

- Jeremie S. Kim, Minesh Patel, Hasan Hassan, and Onur Mutlu, "The DRAM Latency PUF: Quickly Evaluating Physical Unclonable Functions by Exploiting the Latency-Reliability Tradeoff in Modern DRAM Devices"
  [Lightning Talk Video] [Slides (pptx) (pdf)] [Lightning Session Slides (pptx) (pdf)] [Full Talk Lecture Video (28 minutes)]

The DRAM Latency PUF:
Quickly Evaluating Physical Unclonable Functions by Exploiting the Latency-Reliability Tradeoff in Modern Commodity DRAM Devices

Jeremie S. Kim†§, Minesh Patel§, Hasan Hassan§, Onur Mutlu§†
†Carnegie Mellon University §ETH Zürich

SAFARI
In-DRAM True Random Number Generation

Jeremie S. Kim, Minesh Patel, Hasan Hassan, Lois Orosa, and Onur Mutlu, "D-RaNGe: Using Commodity DRAM Devices to Generate True Random Numbers with Low Latency and High Throughput"


[Slides (pptx) (pdf)]
[Full Talk Video (21 minutes)]
[Full Talk Lecture Video (27 minutes)]

Top Picks Honorable Mention by IEEE Micro.

D-RaNGe: Using Commodity DRAM Devices to Generate True Random Numbers with Low Latency and High Throughput

Jeremie S. Kim‡§ Minesh Patel§ Hasan Hassan§ Lois Orosa§ Onur Mutlu‡§
‡Carnegie Mellon University §ETH Zürich
ChargeCache: Exploiting Access Patterns

- Hasan Hassan, Gennady Pekhimenko, Nandita Vijaykumar, Vivek Seshadri, Donghyuk Lee, Oguz Ergin, and Onur Mutlu,

"ChargeCache: Reducing DRAM Latency by Exploiting Row Access Locality"


[Slides (pptx) (pdf)]
[Source Code]

ChargeCache: Reducing DRAM Latency by Exploiting Row Access Locality

Hasan Hassan†*, Gennady Pekhimenko†, Nandita Vijaykumar†
Vivek Seshadri†, Donghyuk Lee†, Oguz Ergin*, Onur Mutlu†

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Exploiting Subarray Level Parallelism

- Yoongu Kim, Vivek Seshadri, Donghyuk Lee, Jamie Liu, and Onur Mutlu,
"A Case for Exploiting Subarray-Level Parallelism (SALP) in DRAM"
Proceedings of the 39th International Symposium on Computer Architecture (ISCA), Portland, OR, June 2012. Slides (pptx)

A Case for Exploiting Subarray-Level Parallelism (SALP) in DRAM

Yoongu Kim    Vivek Seshadri    Donghyuk Lee    Jamie Liu    Onur Mutlu
Carnegie Mellon University

SAFARI
Tiered-Latency DRAM

Donghyuk Lee, Yoongu Kim, Vivek Seshadri, Jamie Liu, Lavanya Subramanian, and Onur Mutlu,
"Tiered-Latency DRAM: A Low Latency and Low Cost DRAM Architecture"
Proceedings of the 19th International Symposium on High-Performance Computer Architecture (HPCA), Shenzhen, China, February 2013. Slides (pptx)
LISA: Low-cost Inter-linked Subarrays

Kevin K. Chang, Prashant J. Nair, Saugata Ghose, Donghyuk Lee, Moinuddin K. Qureshi, and Onur Mutlu,
"Low-Cost Inter-Linked Subarrays (LISA): Enabling Fast Inter-Subarray Data Movement in DRAM"
[Slides (pptx) (pdf)]
[Source Code]

Low-Cost Inter-Linked Subarrays (LISA): Enabling Fast Inter-Subarray Data Movement in DRAM

Kevin K. Chang†, Prashant J. Nair*, Donghyuk Lee†, Saugata Ghose†, Moinuddin K. Qureshi*, and Onur Mutlu†
†Carnegie Mellon University  *Georgia Institute of Technology
The CROW Substrate for DRAM

Hasan Hassan, Minesh Patel, Jeremie S. Kim, A. Giray Yaglikci, Nandita Vijaykumar, Nika Mansourighiasi, Saugata Ghose, and Onur Mutlu,

"CROW: A Low-Cost Substrate for Improving DRAM Performance, Energy Efficiency, and Reliability"

CROW: A Low-Cost Substrate for Improving DRAM Performance, Energy Efficiency, and Reliability

Hasan Hassan† Minesh Patel† Jeremie S. Kim†§ A. Giray Yaglikci†
Nandita Vijaykumar†§ Nika Mansouri Ghiasi† Saugata Ghose§ Onur Mutlu†§

†ETH Zürich §Carnegie Mellon University
CROW: The Copy Row Substrate
[ISCA 2019]
Challenges of DRAM Scaling

1. access latency
2. refresh overhead
3. exposure to vulnerabilities
Conventional DRAM

DRAM Subarray

row decoder

sense amplifier
Copy Row DRAM (CROW)

Row copy

Multiple row activation
Use Cases of CROW

- **CROW-cache**
  - reduces *access latency*

- **CROW-ref**
  - reduces DRAM *refresh overhead*

- A mechanism for protecting against *RowHammer*
Key Results

**CROW-cache + CROW-ref**
- 20% speedup
- 22% less DRAM energy

**Hardware Overhead**
- 0.5% DRAM chip area
- 1.6% DRAM capacity
- 11.3 KiB memory controller storage
More on CROW

- Hasan Hassan, Minesh Patel, Jeremie S. Kim, A. Giray Yaglikci, Nandita Vijaykumar, Nika Mansourighiasi, Saugata Ghose, and Onur Mutlu,

"CROW: A Low-Cost Substrate for Improving DRAM Performance, Energy Efficiency, and Reliability"


[Slides (pptx) (pdf)]
[Lightning Talk Slides (pptx) (pdf)]
[Poster (pptx) (pdf)]
[Lightning Talk Video (3 minutes)]
[Full Talk Video (16 minutes)]
[Source Code for CROW (Ramulator and Circuit Modeling)]

CROW: A Low-Cost Substrate for Improving DRAM Performance, Energy Efficiency, and Reliability

Hasan Hassan†  Minesh Patel†  Jeremie S. Kim†$  A. Giray Yaglikci†
Nandita Vijaykumar†$  Nika Mansouri Ghiasi†  Saugata Ghose§  Onur Mutlu†$

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CLR-DRAM: Capacity-Latency Reconfigurability


[Slides (pptx) (pdf)]
[Lightning Talk Slides (pptx) (pdf)]
[Talk Video (20 minutes)]
[Lightning Talk Video (3 minutes)]
CLR-DRAM: Capacity-Latency Reconfigurable DRAM [ISCA 2020]
CLR-DRAM: A Low-Cost DRAM Architecture Enabling Dynamic Capacity-Latency Trade-off

Haocong Luo  Taha Shahroodi  Hasan Hassan  Minesh Patel  A. Giray Yaglıkçı  Lois Orosa  Jisung Park  Onur Mutlu
Motivation & Goal

- Workloads and systems have **varying** main memory capacity and latency demands.
- Existing commodity DRAM makes **static** capacity-latency trade-off at **design time**.

- Systems miss opportunities to improve performance by adapting to changes in main memory capacity and latency demands.

- **Goal**: Design a low-cost DRAM architecture that can be **dynamically** configured to have high capacity or low latency at a fine granularity (i.e., at the granularity of a row).
CLR-DRAM (Capacity-Latency-Reconfigurable DRAM)

- CLR-DRAM (Capacity-Latency-Reconfigurable DRAM):
  - A low cost DRAM architecture that enables a single DRAM row to dynamically switch between max-capacity mode or high-performance mode.

- Key Idea:
  Dynamically configure the connections between DRAM cells and sense amplifiers in the density-optimized open-bitline architecture.
CLR-DRAM (Capacity-Latency-Reconfigurable DRAM)

- **Max-capacity mode**

  ![](image1)

  - Type 1
  - Type 2

  mimics the cell-to-SA connections as in the open-bitline architecture

  The same storage capacity as the conventional open-bitline architecture

- **High-performance mode**

  ![](image2)

  - Type 1
  - Type 2

  coupled cells

  coupled sense amplifiers

  Reduced latency and refresh overhead via coupled cell/SA operation
Key Results

- **DRAM Latency Reduction:**
  - Activation latency (tRCD) by 60.1%
  - Restoration latency (tRAS) by 64.2%
  - Precharge latency (tRP) by 46.4%
  - Write-recovery latency (tWR) by 35.2%

- **System-level Benefits:**
  - Performance improvement: 18.6%
  - DRAM energy reduction: 29.7%
  - DRAM refresh energy reduction: 66.1%

We hope that CLR-DRAM can be exploited to develop more flexible systems that can adapt to the diverse and changing DRAM capacity and latency demands of workloads.
More on CLR-DRAM

- Haocong Luo, Taha Shahroodi, Hasan Hassan, Minesh Patel, A. Giray Yaglikci, Lois Orosa, Jisung Park, and Onur Mutlu,
  "CLR-DRAM: A Low-Cost DRAM Architecture Enabling Dynamic Capacity-Latency Trade-Off"
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  [Lightning Talk Slides (pptx) (pdf)]
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CLR-DRAM: A Low-Cost DRAM Architecture Enabling Dynamic Capacity-Latency Trade-Off

Haocong Luo§†, Taha Shahroodi§, Hasan Hassan§, Minesh Patel§, A. Giray Yaglıkçı§, Lois Orosa§, Jisung Park§, Onur Mutlu§

§ETH Zürich, †ShanghaiTech University
Reducing Refresh Latency

- Anup Das, Hasan Hassan, and Onur Mutlu, "VRL-DRAM: Improving DRAM Performance via Variable Refresh Latency"
  Proceedings of the 55th Design Automation Conference (DAC), San Francisco, CA, USA, June 2018.

VRL-DRAM: Improving DRAM Performance via Variable Refresh Latency

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Parallelizing Refreshes and Accesses

- Kevin Chang, Donghyuk Lee, Zeshan Chishti, Alaa Alameldeen, Chris Wilkerson, Yoongu Kim, and Onur Mutlu,
"Improving DRAM Performance by Parallelizing Refreshes with Accesses"

[Summary] [Slides (pptx) (pdf)]

Reducing Performance Impact of DRAM Refresh by Parallelizing Refreshes with Accesses

Kevin Kai-Wei Chang  Donghyuk Lee  Zeshan Chishti†
Alaa R. Alameldeen†  Chris Wilkerson†  Yoongu Kim  Onur Mutlu
Carnegie Mellon University  †Intel Labs
Eliminating Refreshes

Analysis of Latency-Voltage in DRAM Chips

Kevin Chang, A. Giray Yaglikci, Saugata Ghose, Aditya Agrawal, Niladrish Chatterjee, Abhijith Kashyap, Donghyuk Lee, Mike O'Connor, Hasan Hassan, and Onur Mutlu,
"Understanding Reduced-Voltage Operation in Modern DRAM Devices: Experimental Characterization, Analysis, and Mechanisms"
What Your DRAM Power Models Are Not Telling You: Lessons from a Detailed Experimental Study

Saugata Ghose† Abdullah Giray Yağlıkçı‡† Raghav Gupta† Donghyuk Lee‡
Kais Kudrolli† William X. Liu† Hasan Hassan‡ Kevin K. Chang†
Niladrish Chatterjee§ Aditya Agrawal§ Mike O’Connor§¶

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Takeaway I

We Can Reduce Memory Latency with Change of Mindset
Main Memory Needs Intelligent Controllers to Reduce Latency